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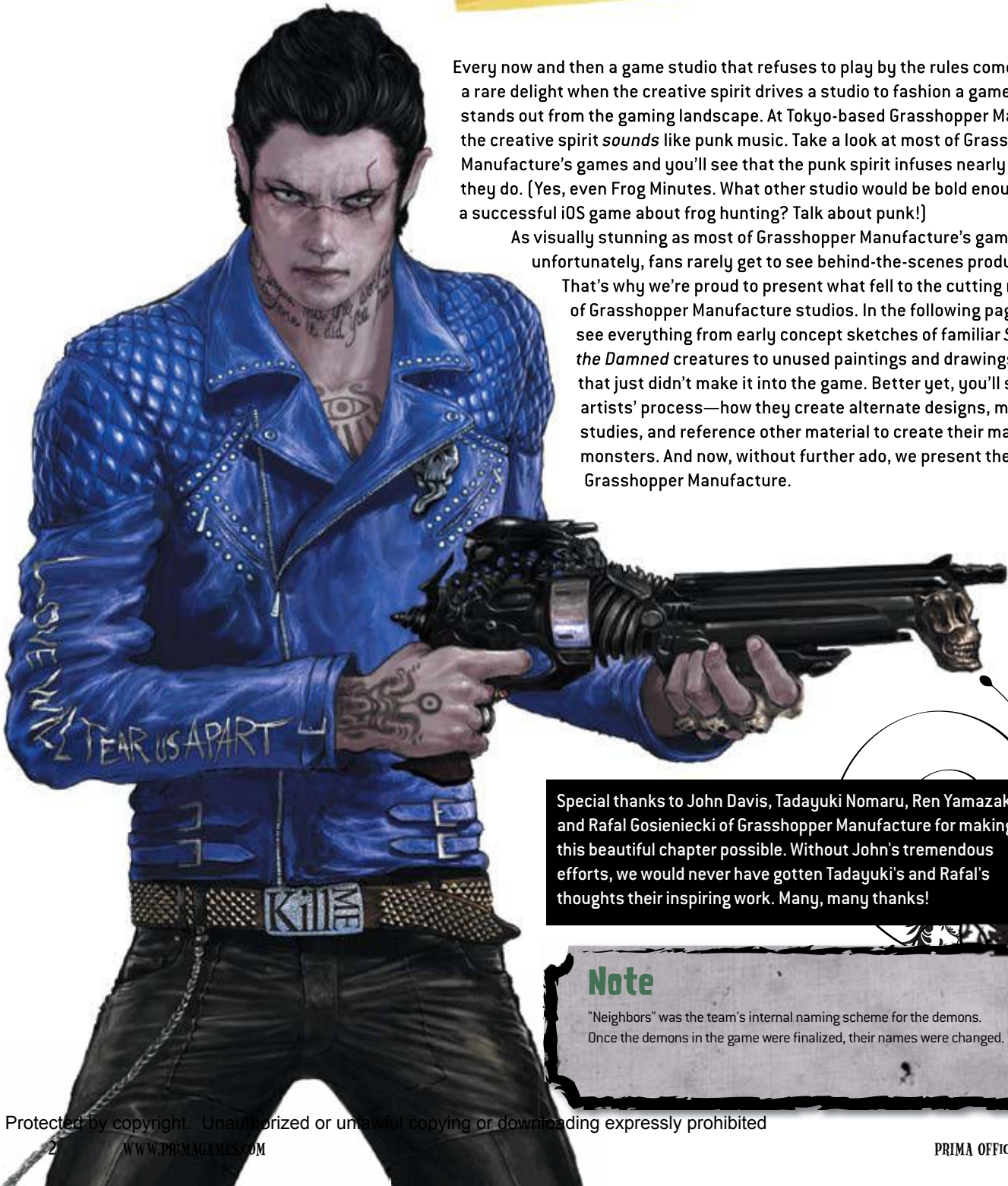
PRIMA OFFICIAL GAME GUIDE
WRITTEN BY TRACY ERICKSON

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THE ART OF GRASSHOPPER MANUFACTURE

WELCOME TO THE UNDERWORLD



Every now and then a game studio that refuses to play by the rules comes along. It's a rare delight when the creative spirit drives a studio to fashion a game world that stands out from the gaming landscape. At Tokyo-based Grasshopper Manufacture, the creative spirit *sounds* like punk music. Take a look at most of Grasshopper Manufacture's games and you'll see that the punk spirit infuses nearly everything they do. (Yes, even Frog Minutes. What other studio would be bold enough to create a successful iOS game about frog hunting? Talk about punk!)

As visually stunning as most of Grasshopper Manufacture's games are, unfortunately, fans rarely get to see behind-the-scenes production art.

That's why we're proud to present what fell to the cutting room floor of Grasshopper Manufacture studios. In the following pages you'll see everything from early concept sketches of familiar *Shadows of the Damned* creatures to unused paintings and drawings of things that just didn't make it into the game. Better yet, you'll see the artists' process—how they create alternate designs, movement studies, and reference other material to create their macabre monsters. And now, without further ado, we present the art of Grasshopper Manufacture.

Special thanks to John Davis, Tadayuki Nomaru, Ren Yamazaki, and Rafal Gosieniecki of Grasshopper Manufacture for making this beautiful chapter possible. Without John's tremendous efforts, we would never have gotten Tadayuki's and Rafal's thoughts their inspiring work. Many, many thanks!

Note

"Neighbors" was the team's internal naming scheme for the demons. Once the demons in the game were finalized, their names were changed.

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A HELLSHLY

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ENVIRONMENTS



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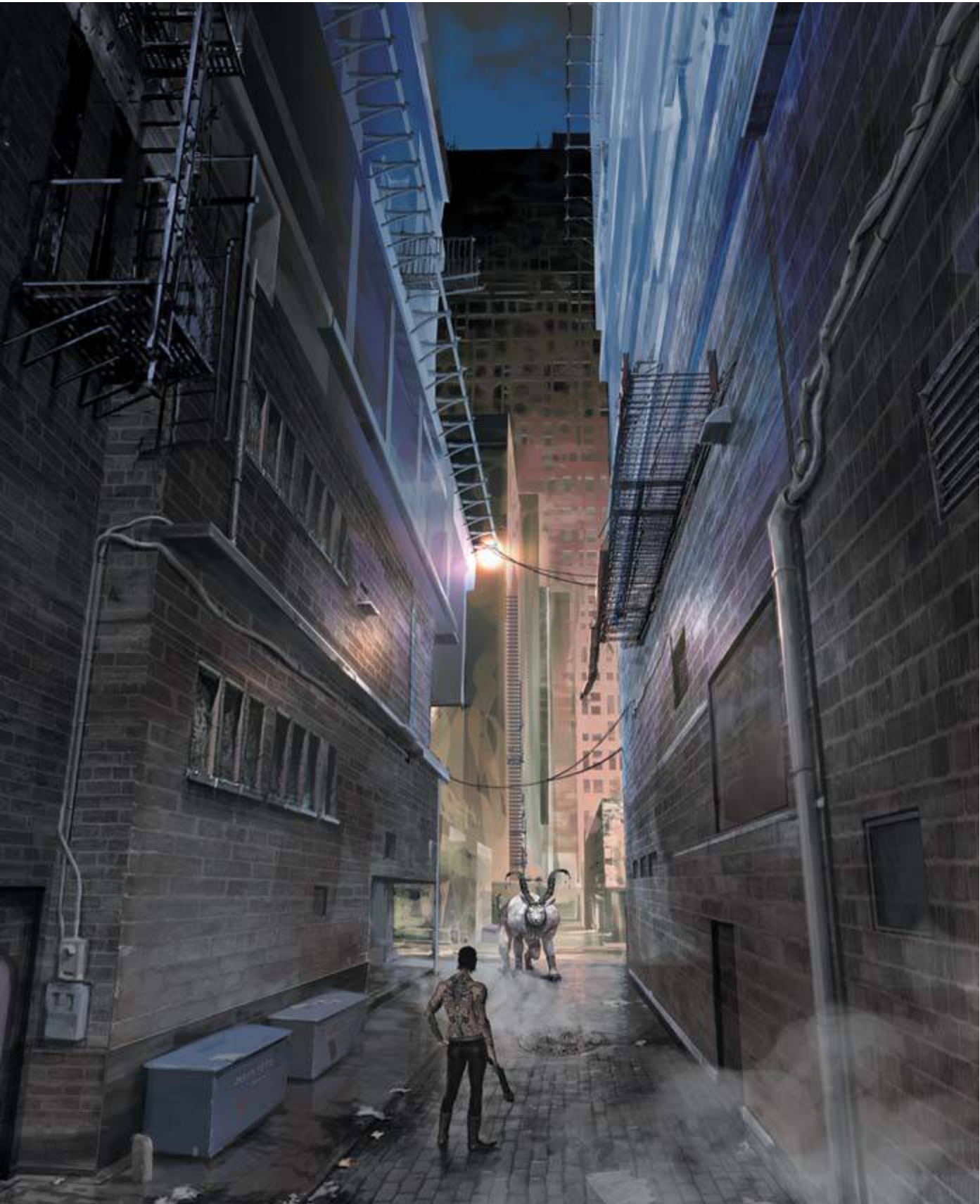


The stages we envisioned contained things you can normally see in the real world. When something strange happens or appears, the impact is much stronger for the player because of the contrast. Also, the player spends a lot of time inside darkness or dark areas. To keep them from getting tired or bored, we paid special attention to the lighting and colors. —TN

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Occasionally you'll see strange, organic structures coming out of buildings, reminding the player that they are in Hell.—TN



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Garcia and Paula's apartment was originally just a normal luxury apartment. But as his character became more distinctive, we changed the apartment to match his style. We added the furry zebra-skin rug, ashtrays, speakers, and so on, and the atmosphere changed.—TN



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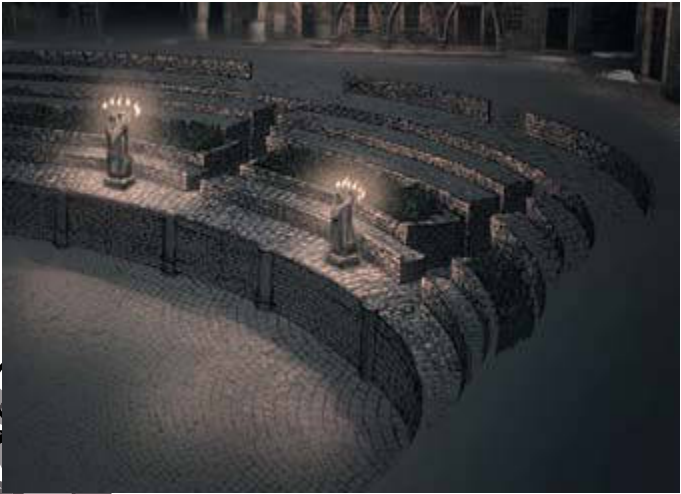
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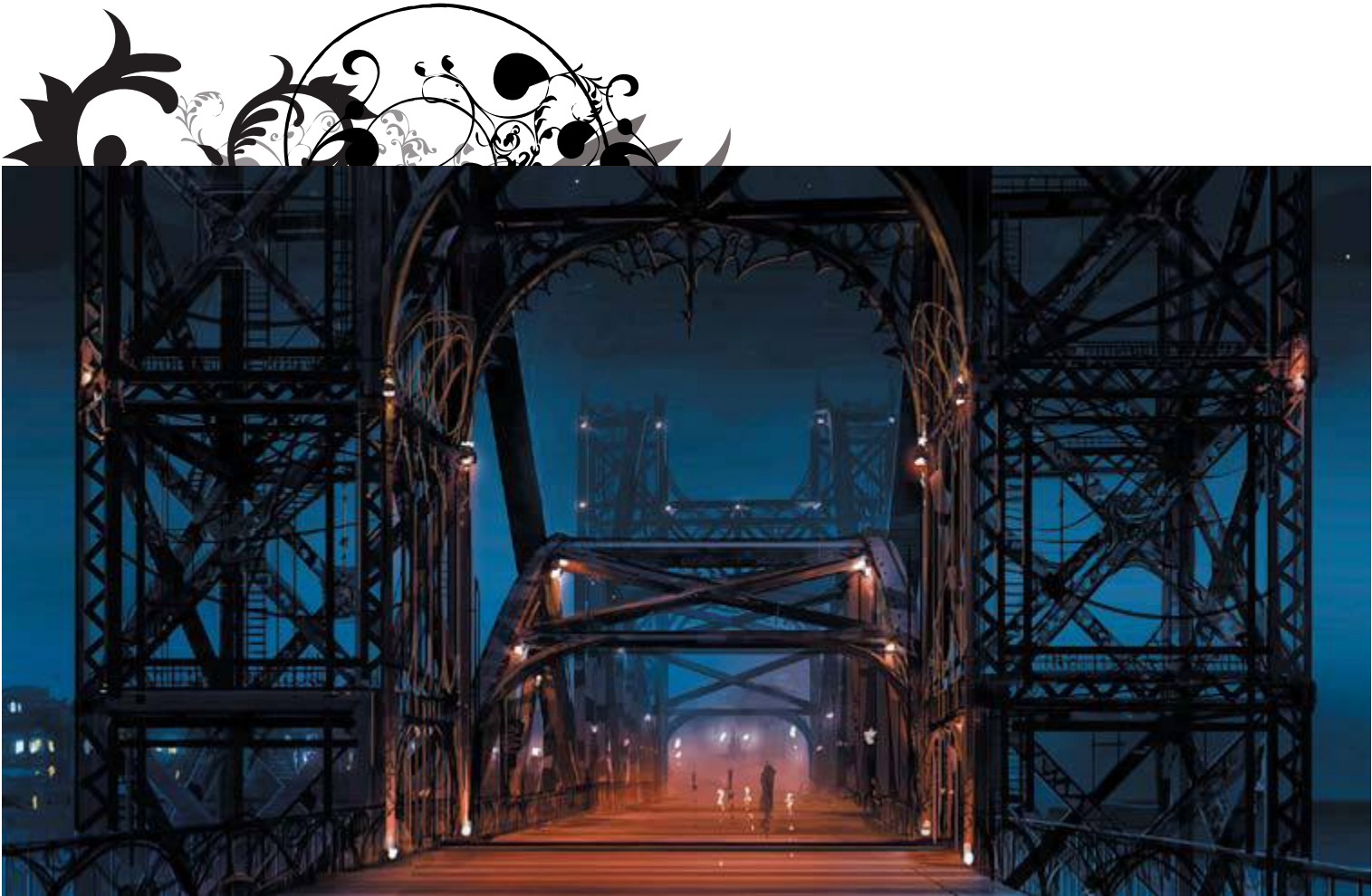
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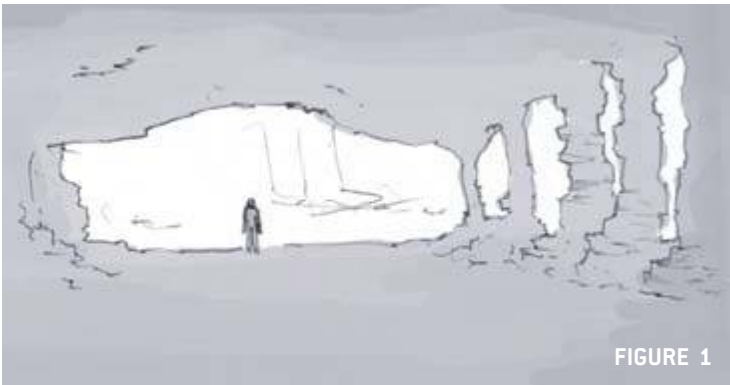
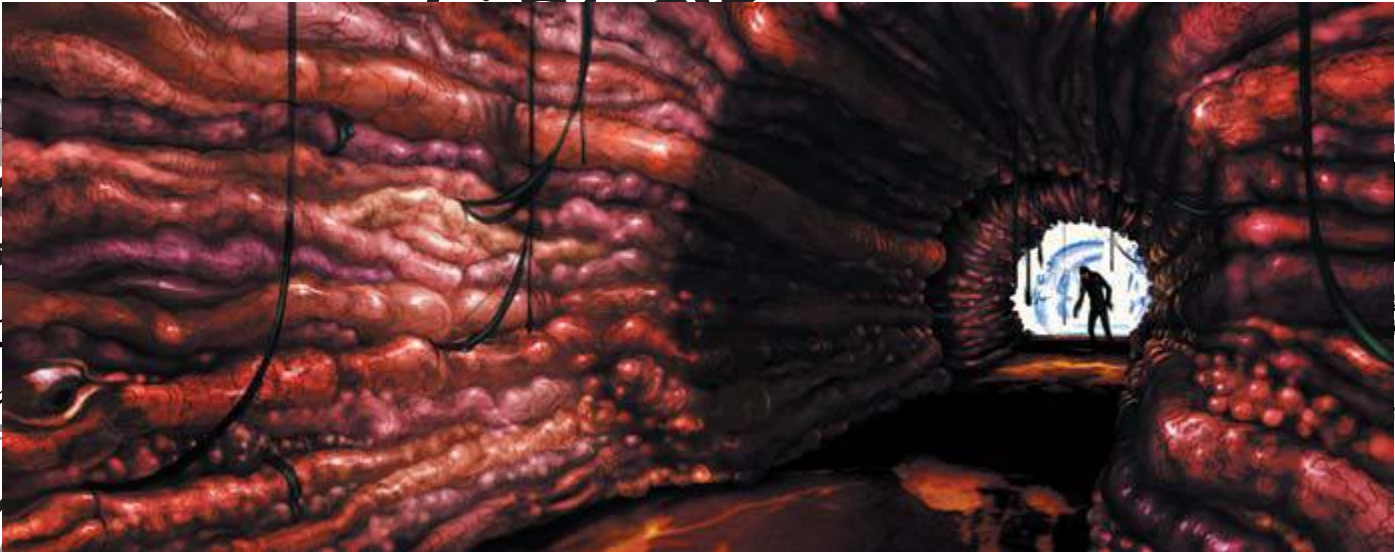


Figure 1: A sketch study using perspective and cramped space to create a sense of claustrophobia and isolation.



I wanted the player to feel the changes in the story throughout the stages. In these dungeons, we used lots of grotesque imagery with blood and guts to give the player a sense of the oppressive and disturbing environment that Garcia was experiencing.—TN

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ARCHITECTURE



Light points in Hell are an incredibly important element for Garcia. When designing them initially, we used an animal motif. We wanted them to stand out but were careful that they didn't appear too comical.—TN

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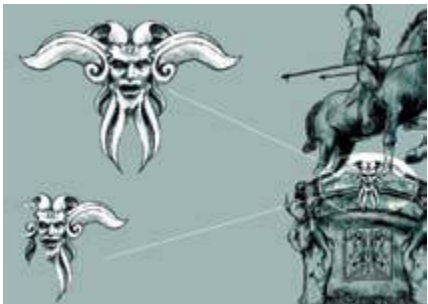
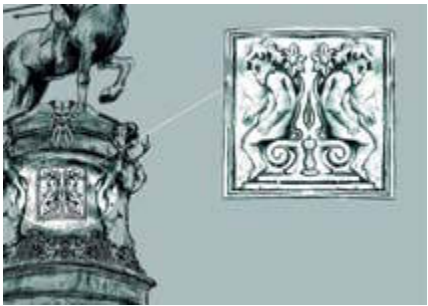
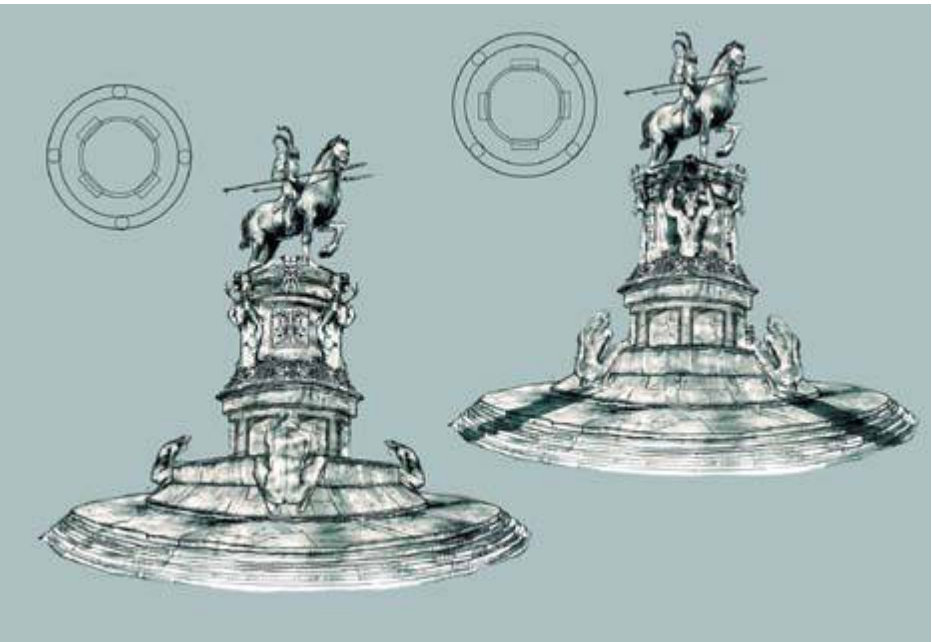
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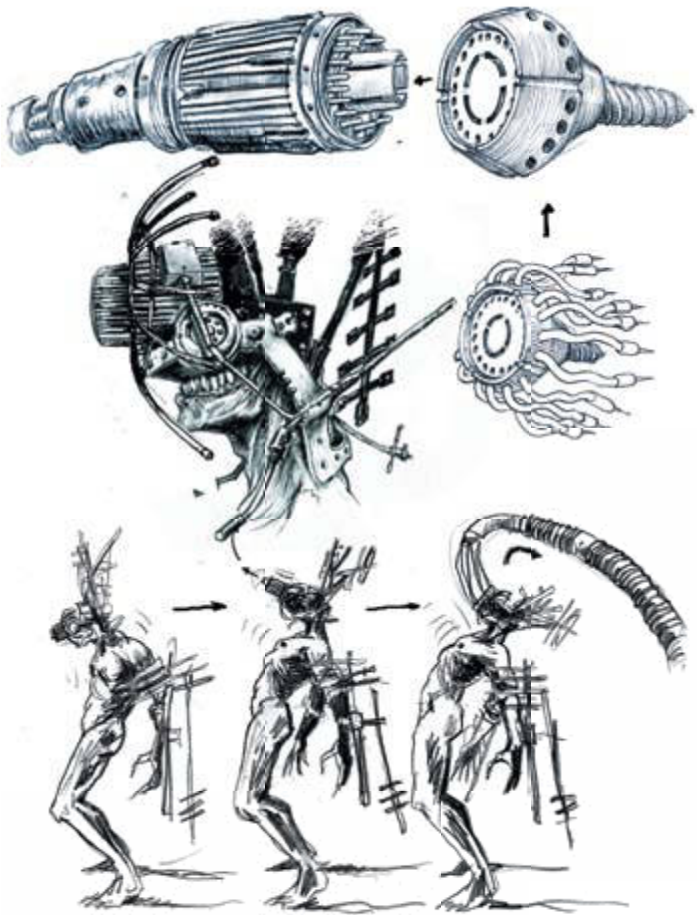
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These are the very first designs of the fountain found during the boss fight with George. Our goal was to combine animalism and barbaric ornaments with a medieval eastern European town theme.—RG



One of our original ideas for the Antenna demon was to have it use connections around the stage as a source of energy. Later, we decided that the demon would teleport rather than power up.—RG

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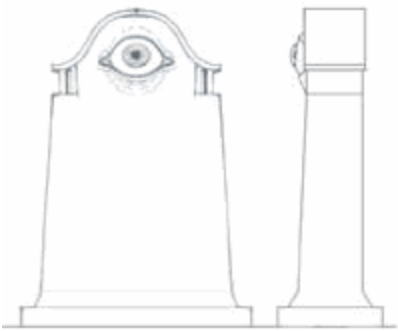
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Gameplay objects such as this one have to stand out so the player understands their importance, but it should not seem out of place in the world. We designed the tomb to seep an inklike substance into the air to obtain this.—TN



The phone booth was originally designed to be an important gameplay element, so we paid special attention to the design. Like the tomb, it was important that it stand out for the player in the surrounding streets.—TN

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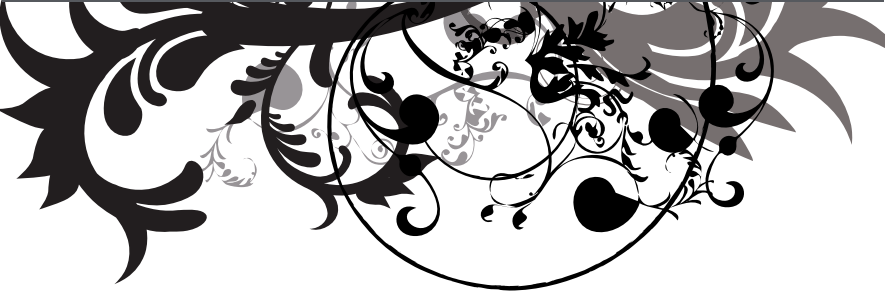
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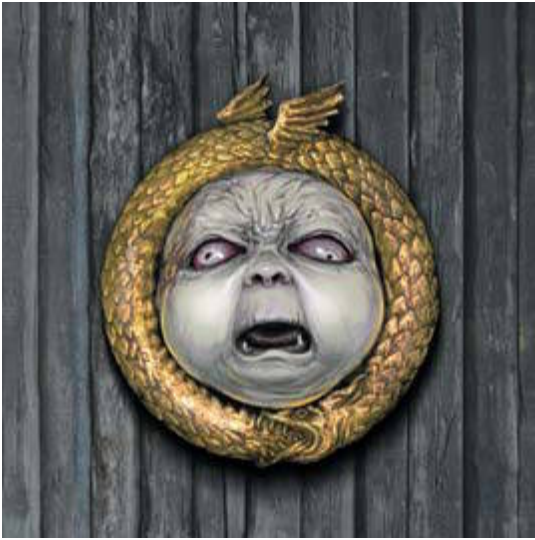
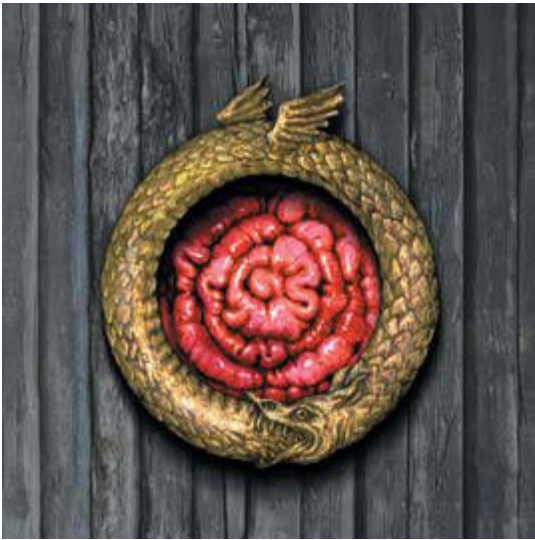
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We imagined that everything in this world has existed a long time. There is a jumble of motifs, from classical architecture to modern technology. This mixture of old and new products was deliberate to represent a chaotic world without unity.—TN



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The minute details for items related to Garcia were created to match the atmosphere of the various environments. There are all kinds of ominous and old-world items, as well as items that fuse the environment with practical application.—TN

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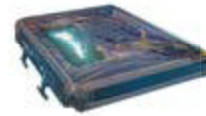
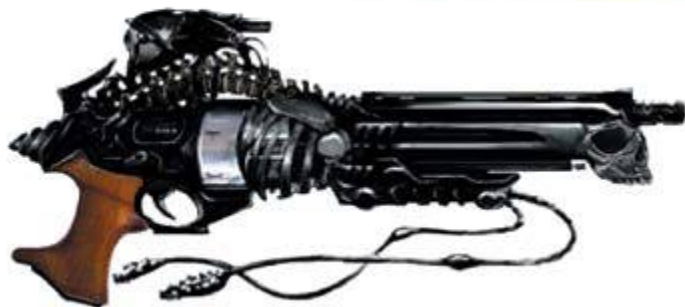
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THE MANY FACES OF JOHNSON



Johnson is a demon and a weapon, so we wanted his form to reflect that. The main theme we chose was a combination of black and bones. But we were careful not to make him look too sophisticated, to keep an almost human feel to him. Because of that, Johnson's design is more retro than modern. In the very first designs for Johnson, he had insectlike tentacles and a scope. Those were removed.—RY

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FIGURE 1

Figure 1: The many faces of Johnson. Johnson may be one of the few "lucky" disembodied souls in Hell. His lack of physical form allows him to transform into many objects. Some of destruction (**Figure 2**, next page), some of sheer bad-assery (**Figure 3**, next page).

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FIGURE 2

Figure 3: An early concept painting of Johnson with an elaborate Dia de Los Muertos motif.



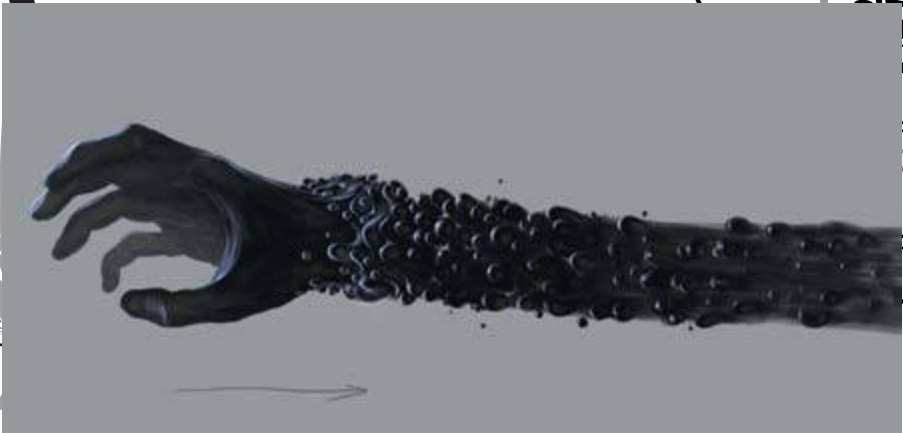
FIGURE 3

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CRITTERS



The darkness is in a state of constant instability, so I wanted things that come out of it to also appear like they are in flux. I separated the action into several frames and drew it with a sense of movement.—TN



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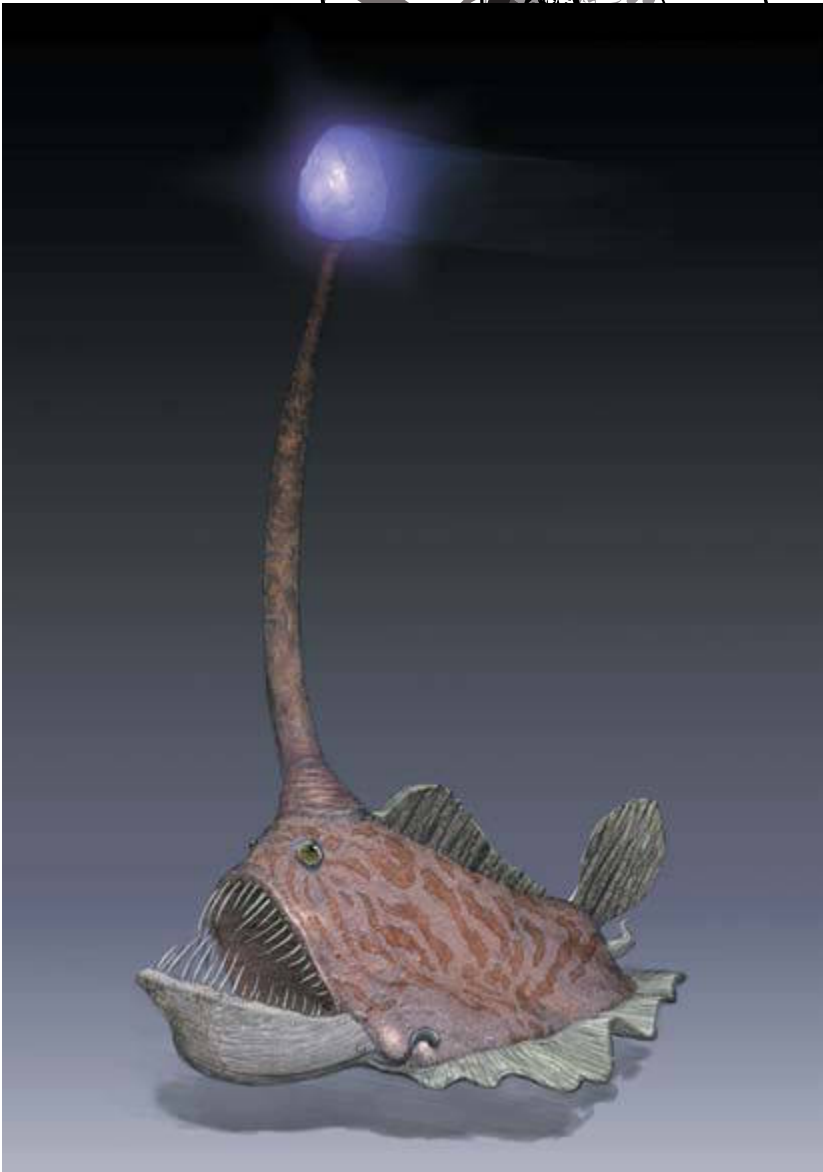
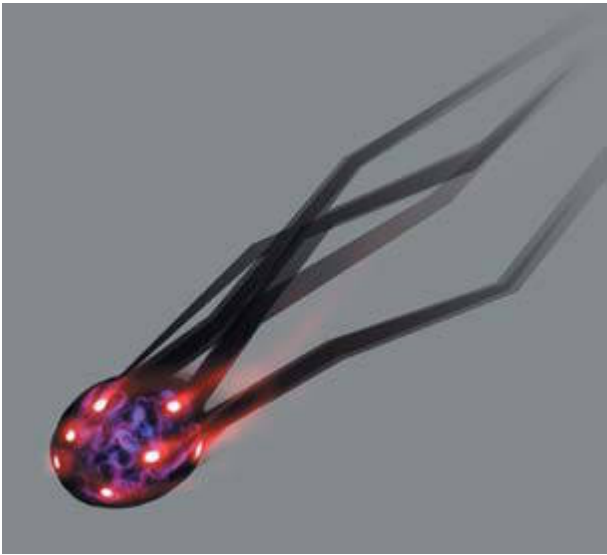
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The small tools you find throughout the game are mysterious and foreboding. I took inspiration from organic things and made that my motif when creating them.—TN



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Somewhere during the process of creating creepier and creepier demons, these disfigured Siamese twins were born.—RG

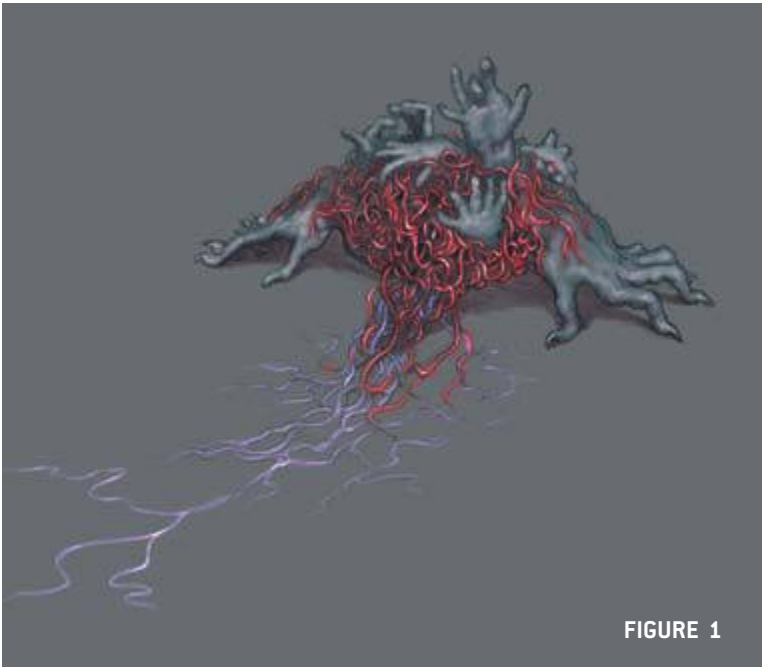


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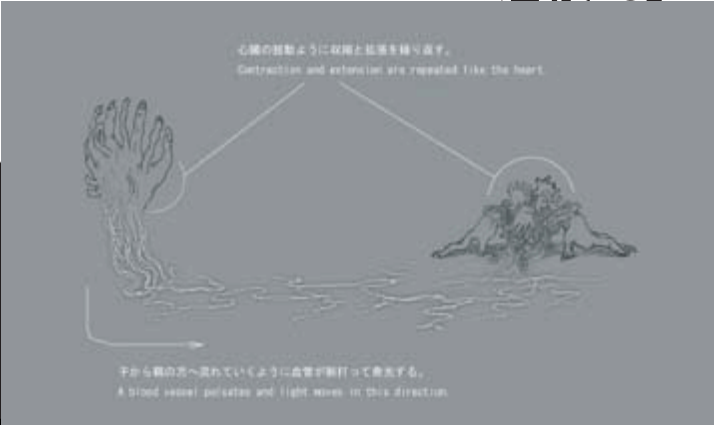


Figure 1: Artists draw from real life examples to create their work. In this image, the artist has clearly studied infant hands as well as elderly hands in order to create a "hand monster." Sick.

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DEMONS OF HELL



We tossed around a bunch of ideas on how to create a powerful demon that could attack Garcia from a distance. We drew a lot of absolutely insane sketches and finally decided that his skull would be replaced by devices that charged and stored electricity. Fleming's hellish technology succeeded in creating more efficient guardian demons.—RG

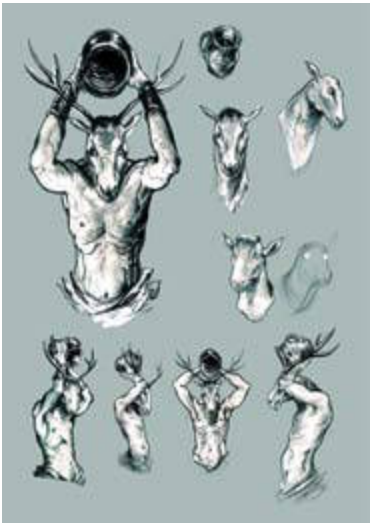
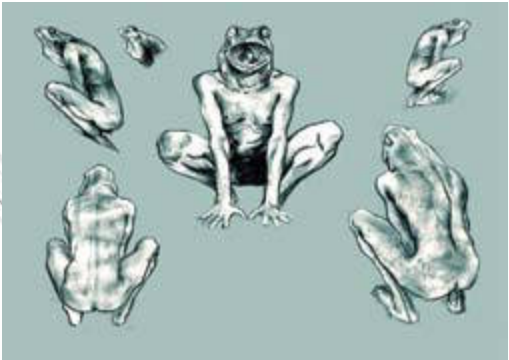


These are a series of poses to help the animators better understand the movement of this demon.—RG

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The initial design of the darkness was slightly different. While Garcia suffered the injuring effects inside of the darkness, it also made his attacks stronger, so I wanted to give him a stronger exterior look. This image is an experiment along those lines.—TN



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The Survival demon had his own evolutionary process. From hell-born wild beast to mechanized hellish warrior and finally to a beast with deadly huge, spinning blades and metal mask.—RG



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At first glance, Christopher looks kind of primitive. But in actuality, he can freely speak the human languages and controls light in the demon world. He's a very mysterious and calm character who wanders the underworld helping humans who have lost their way. However, we didn't want the first impression of the character to betray what kind of life he leads in the underworld.—TN

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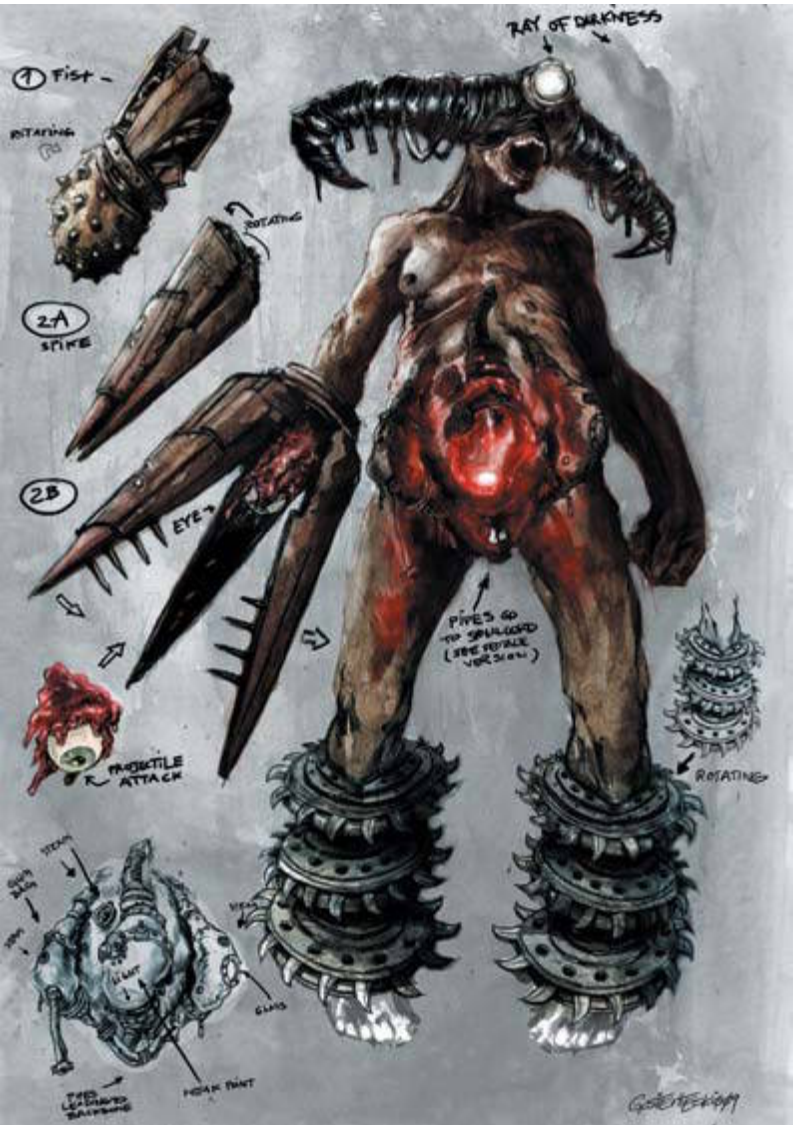
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We also went through multiple versions of the flying neighbor. We proposed several different things for the wings, but we weren't really happy with the traditional bat-wing or angel-wing options. Finally, we decided to give him wings made of meat and protruding bones.—RG

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Giant neighbor: The introduction of the giant neighbor was an homage to Francisco Goya's painting *Saturn Devouring His Son*.—RG



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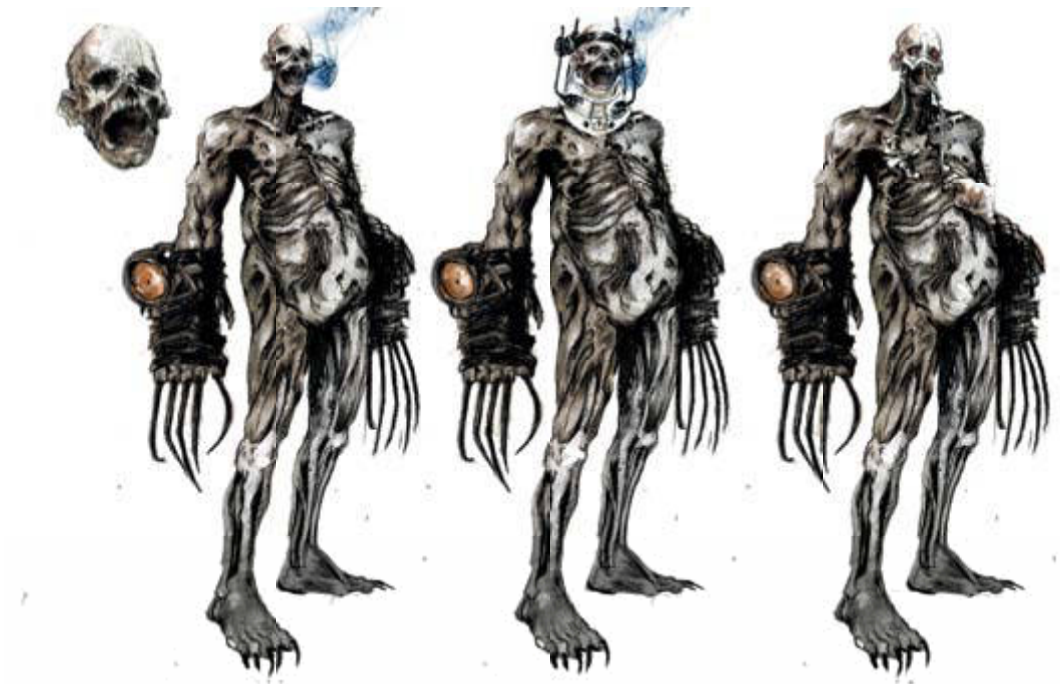
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Crouching neighbor survival: So dangerous that he must be kept inside a cage!—RG



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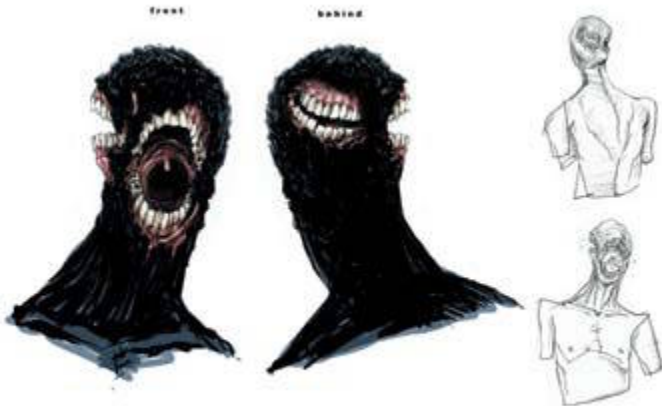
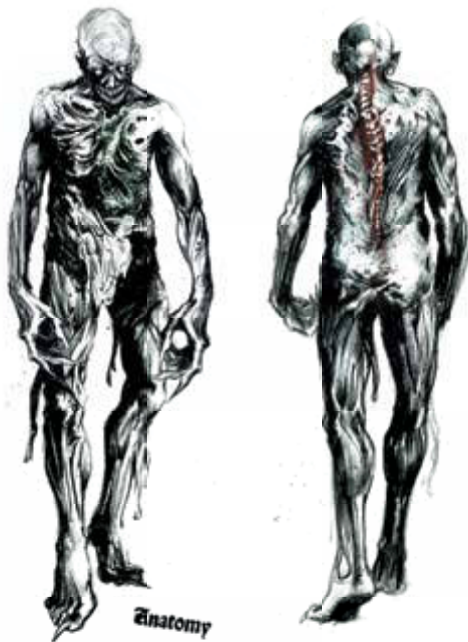
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NEIGHBORS' EVOLUTION



I envisioned the neighbors as demons born in darkness, burned in hellfire, and given just one purpose—to scream in pain and anger.—RG

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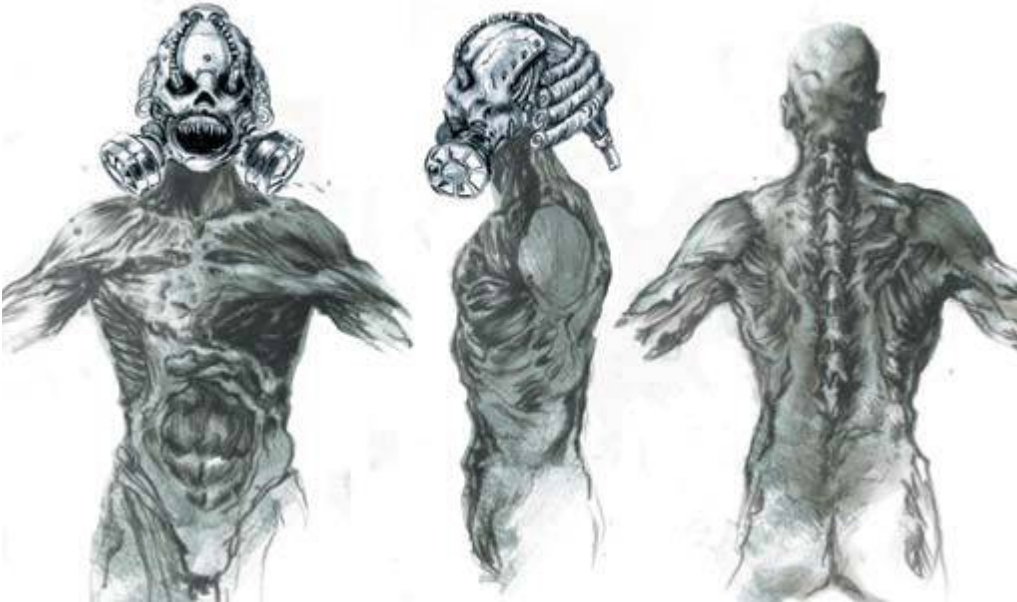
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When designing the neighbors, I went through multiple visual themes, like hellish beasts and nightmares. Finally, I settled on chemical-preserved bodies enriched by infernal technology.—RG

The bulletproof gas masks, pumping darkness directly into lungs, give the demons the feeling of being invulnerable.—RG



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I imagined that this armor is made of newborn demons' skeletons and the weapons are surgically connected to the demons' warriors limbs. The mechanical knees make them incredibly fast.—RG

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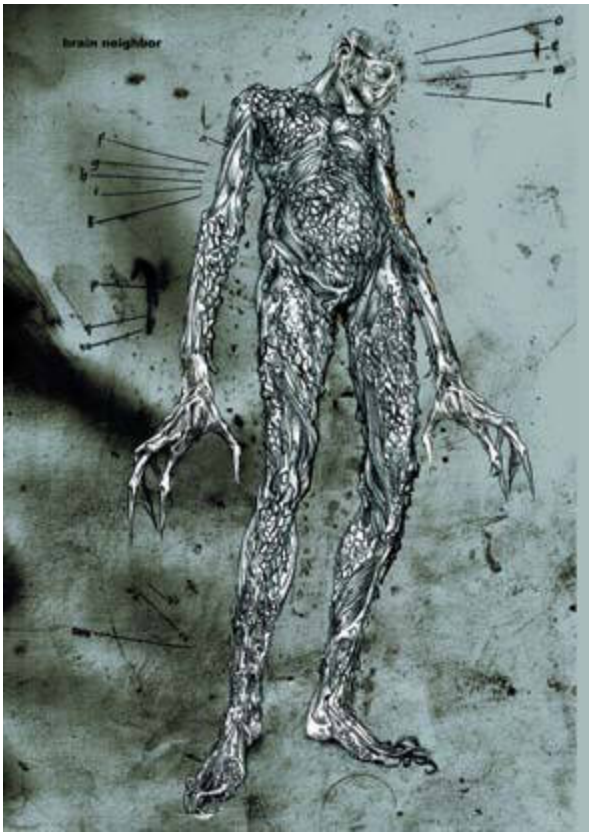


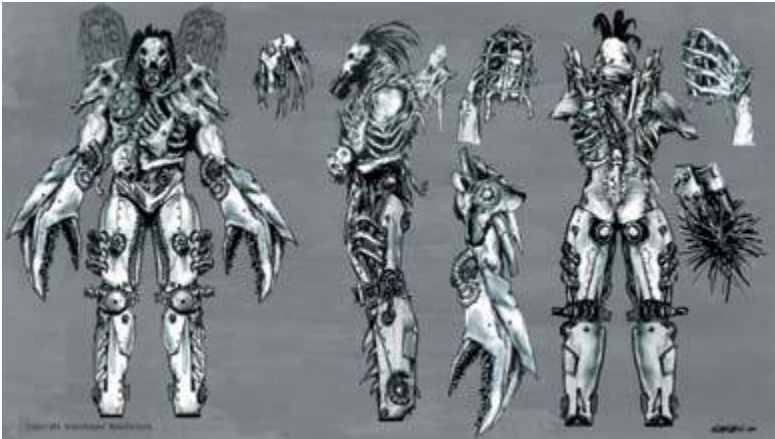
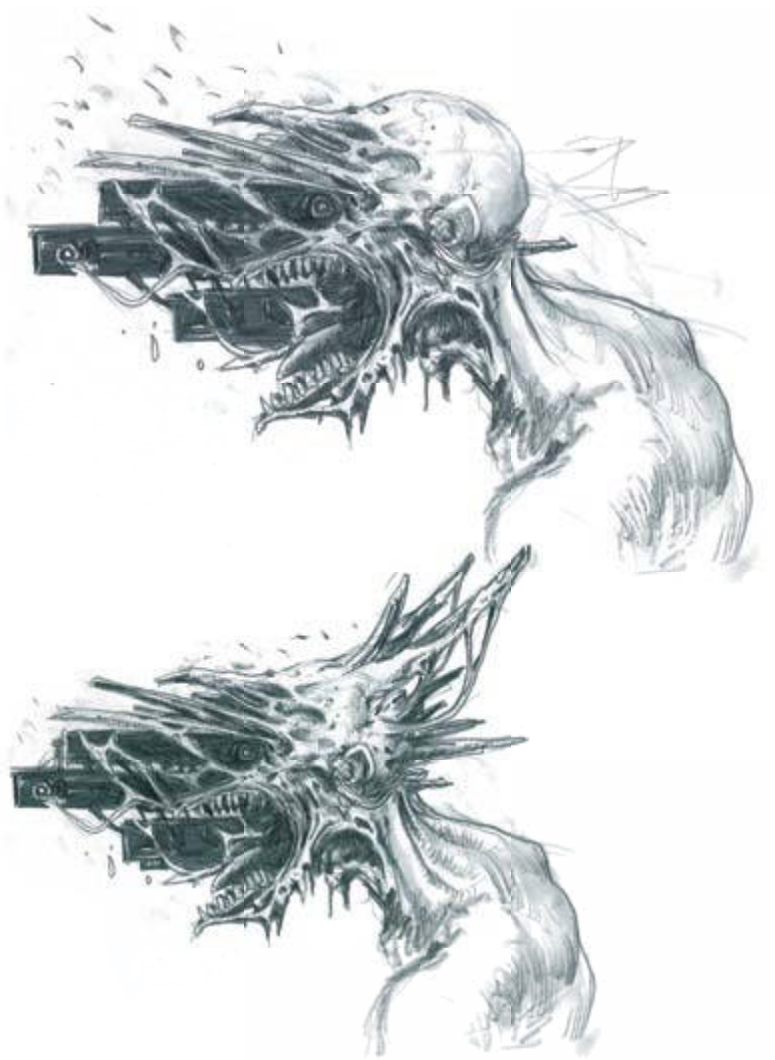
FIGURE 1

Figure 1: What's scarier than killer babies? Seriously? (Answer: A baby's laughter in the dark.)

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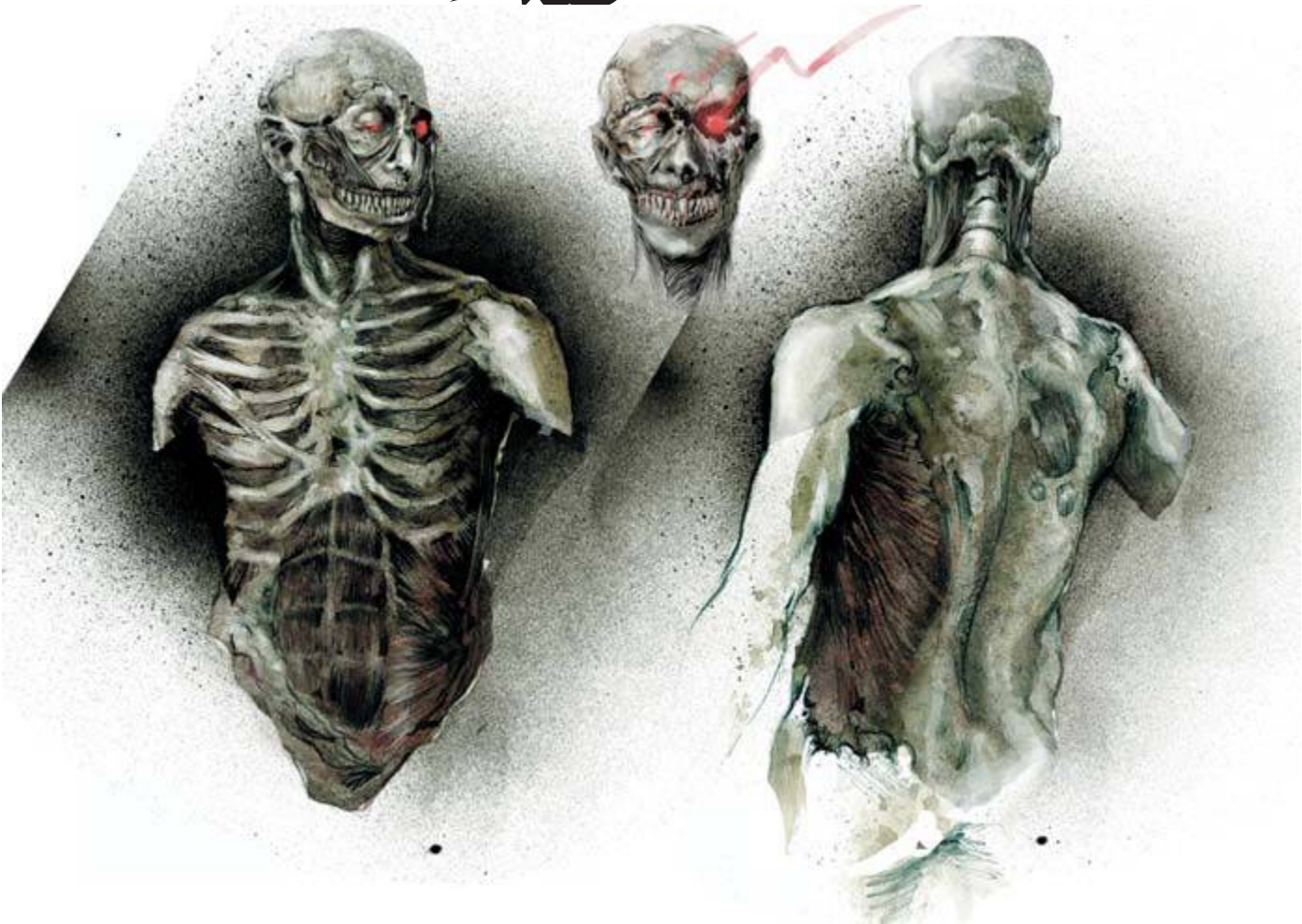
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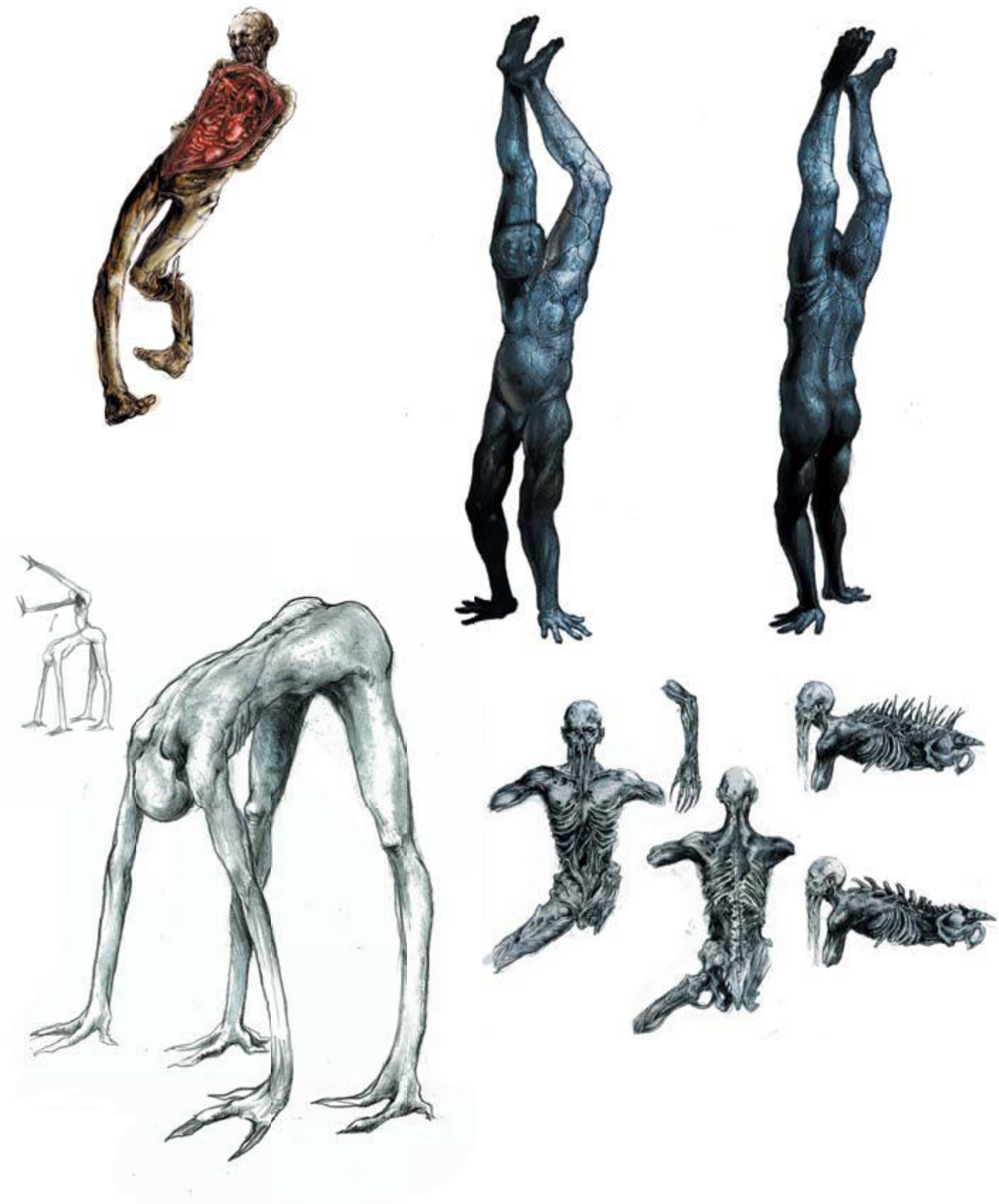
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BOSSSES



FIGURE 1a



FIGURE 1b



FIGURE 1c



FIGURE 1d

Meet Fleming. Before he made the transition to full-fleshed bad-ass boss, he was a series of facial (Figures 1) and full-body studies (Figures 2).



FIGURE 2a



FIGURE 2b

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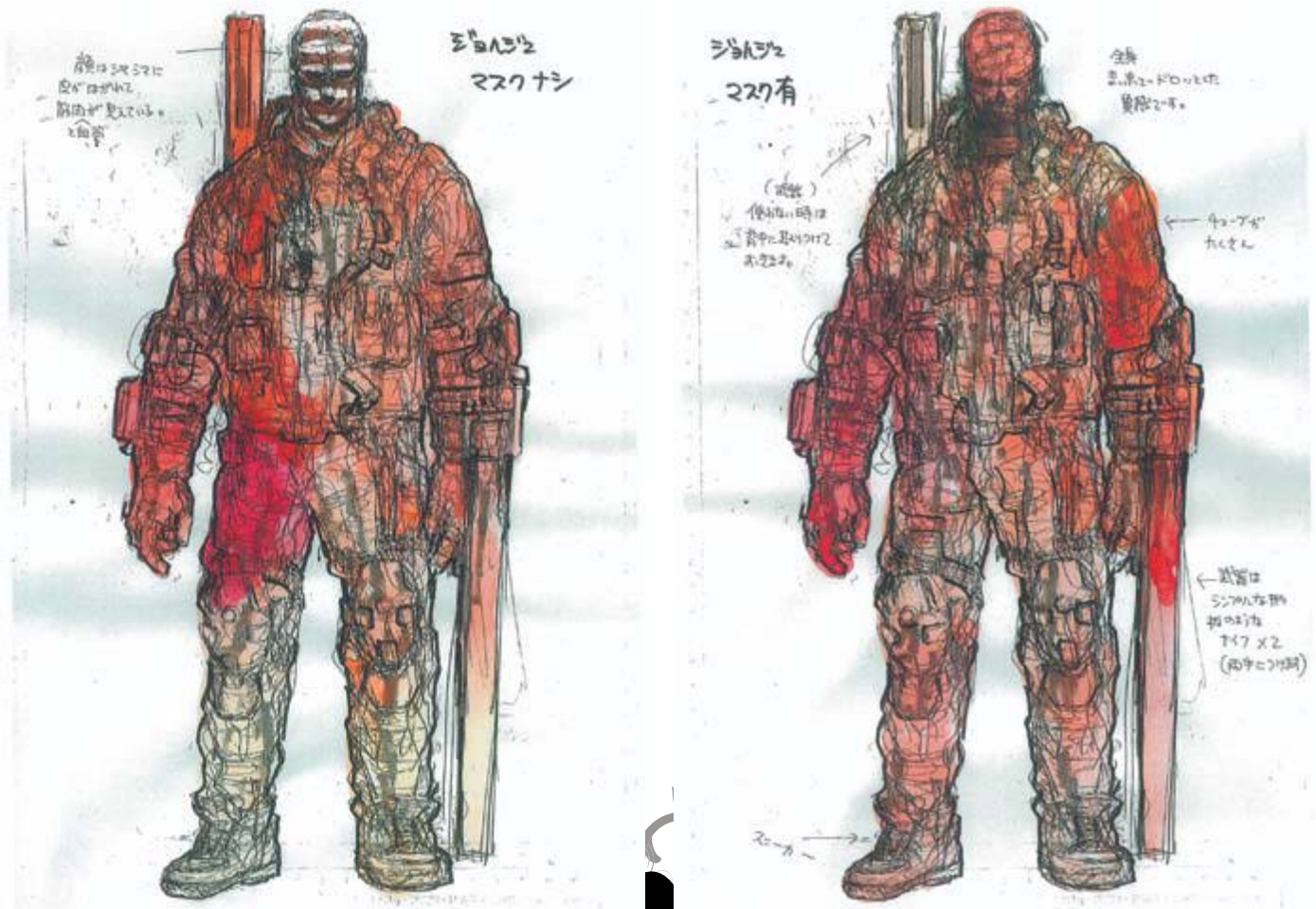


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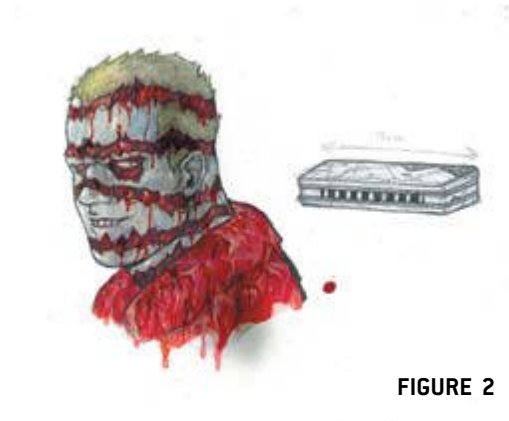


FIGURE 2



Early sketches of George show the artist playing with jamming different objects in his mouth. From a short metal bolt (Figure 1, Previous Page) to a harmonica (Figure 2). In the end, the blood and organic material draping the behemoth boss hides the final object in his mouth.



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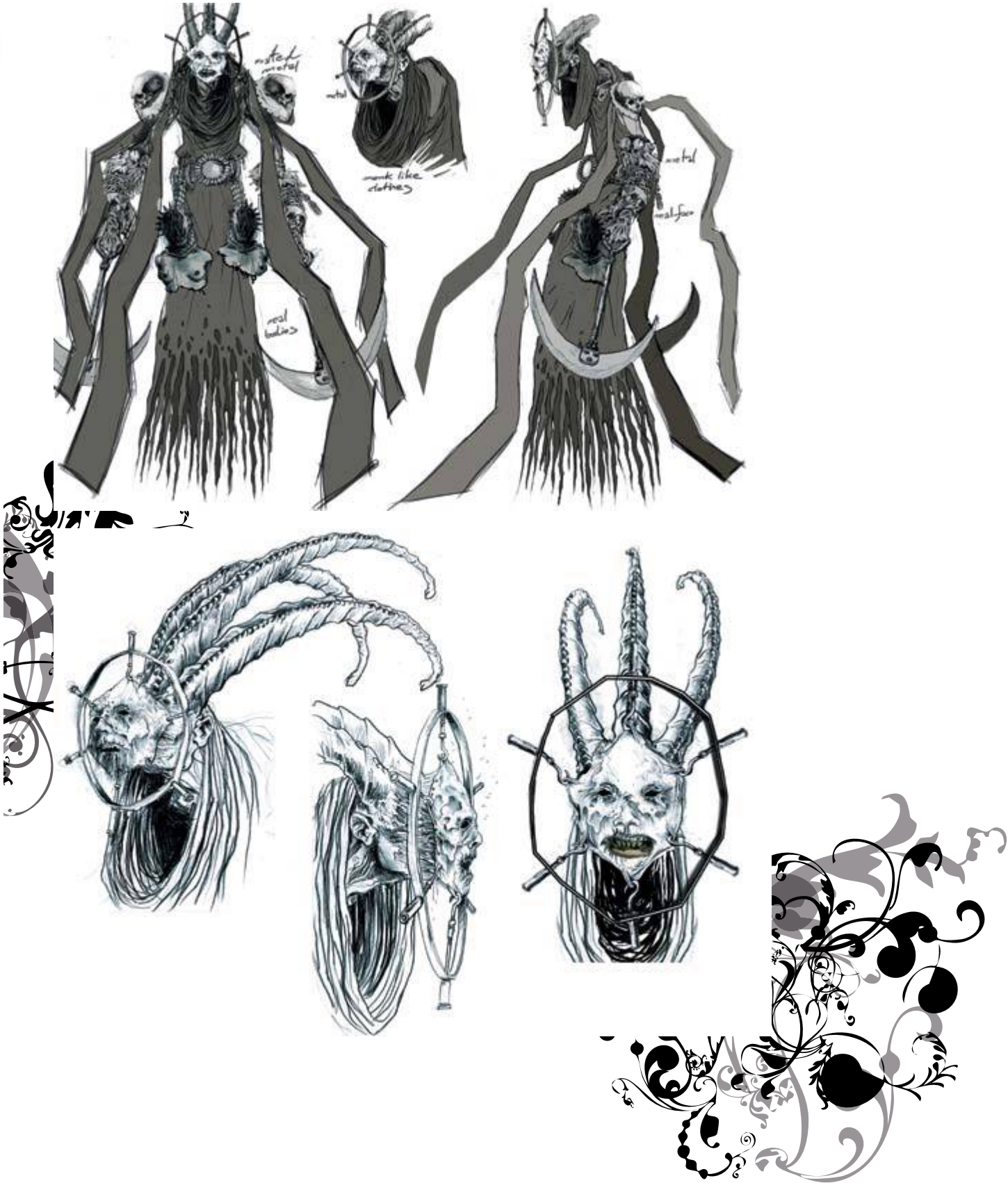
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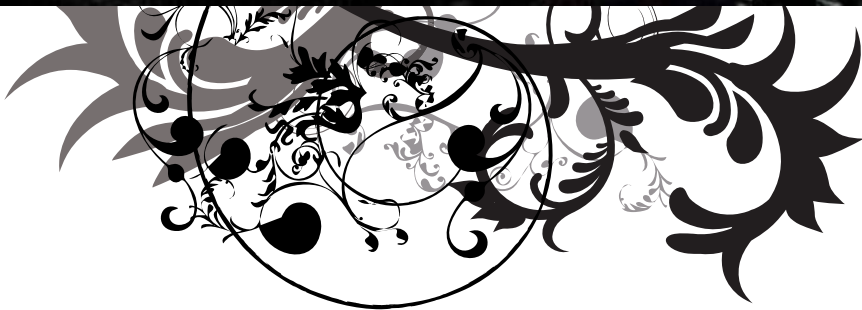
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Figure 1: Whoever said "Don't fear the Reaper" hadn't met this monster. In this drawing we see how the Reaper (a possible early concept of Maras Grim) seems to be a part of Hell. The monster's shrouds blend into the ground. Is it rising from the black or are the depths of Hell reaching out to it?



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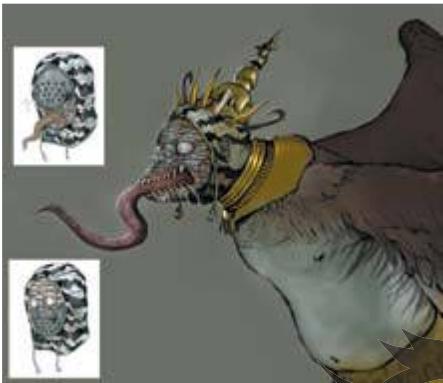
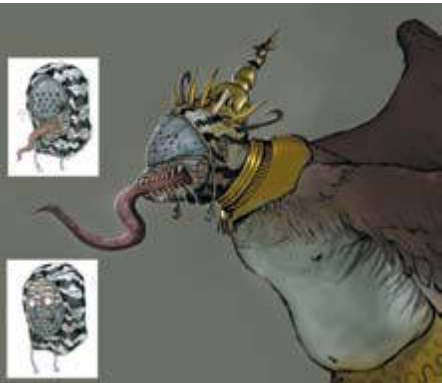
Stars of the Show



Being exposed to the darkness for too long eventually transforms Paula into a beast. Paula’s mental state is unstable, so she alternates between a frightening dark form to a beautiful light form. The black parts of her wings reflect that change.—TN



THE ART OF GRASSHOPPER MANUFACTURE



Elliot appears aggressive and brutal. At the beginning, his beast form appears to be very calm and wise, like an immortal mountain wizard, but he becomes more animalistic and very different from humans.—TN



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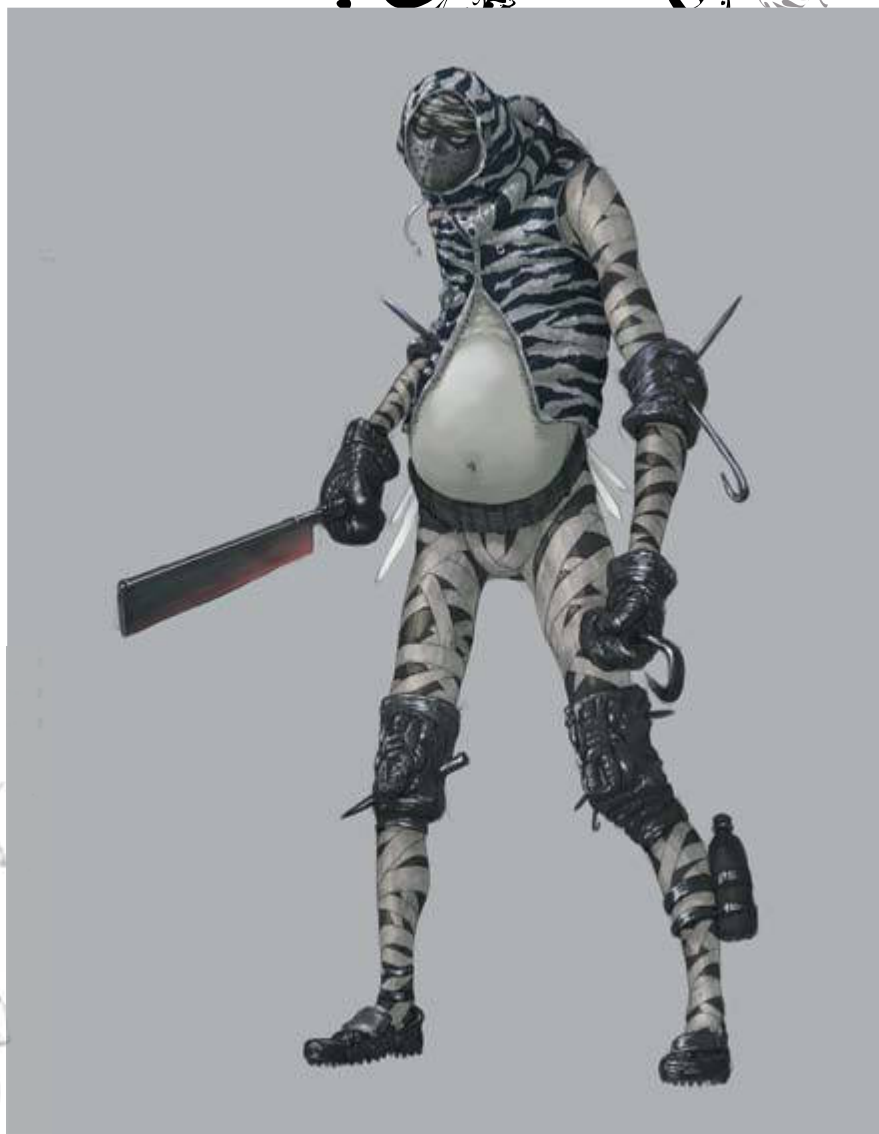
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George's design doesn't stray too far from the classical idea of a demon. His body carries lots of tattoos like magic spells, and he wears accessories that might be worn by a nobleman. We thought an interesting backstory of his life as a human could be created from this. The horse he rides, with its human face, was also designed with that in mind.—TN



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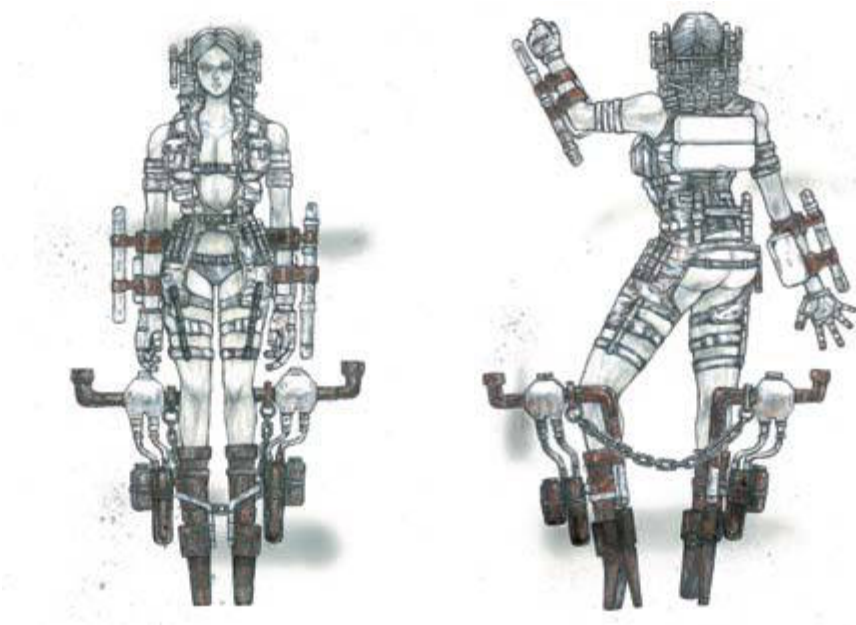
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At first sight, this demon looks like a goat and his body itself is based on a baboon. This design is very similar to George, and I designed accessories to make it look like ancient times.—TN



THE ART OF GRASSHOPPER MANUFACTURE

PRINTS



FIGURE 1



FIGURE 2

Figures 1-4: Once again, playing with the sense of irony, the artists take the cute and playful look of storybook art and turn it on its ear by telling disturbing and grotesque stories.



FIGURE 3



FIGURE 4

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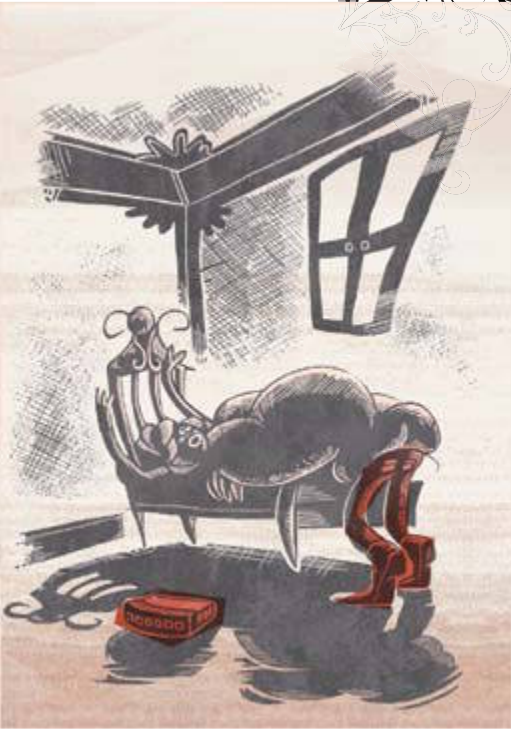
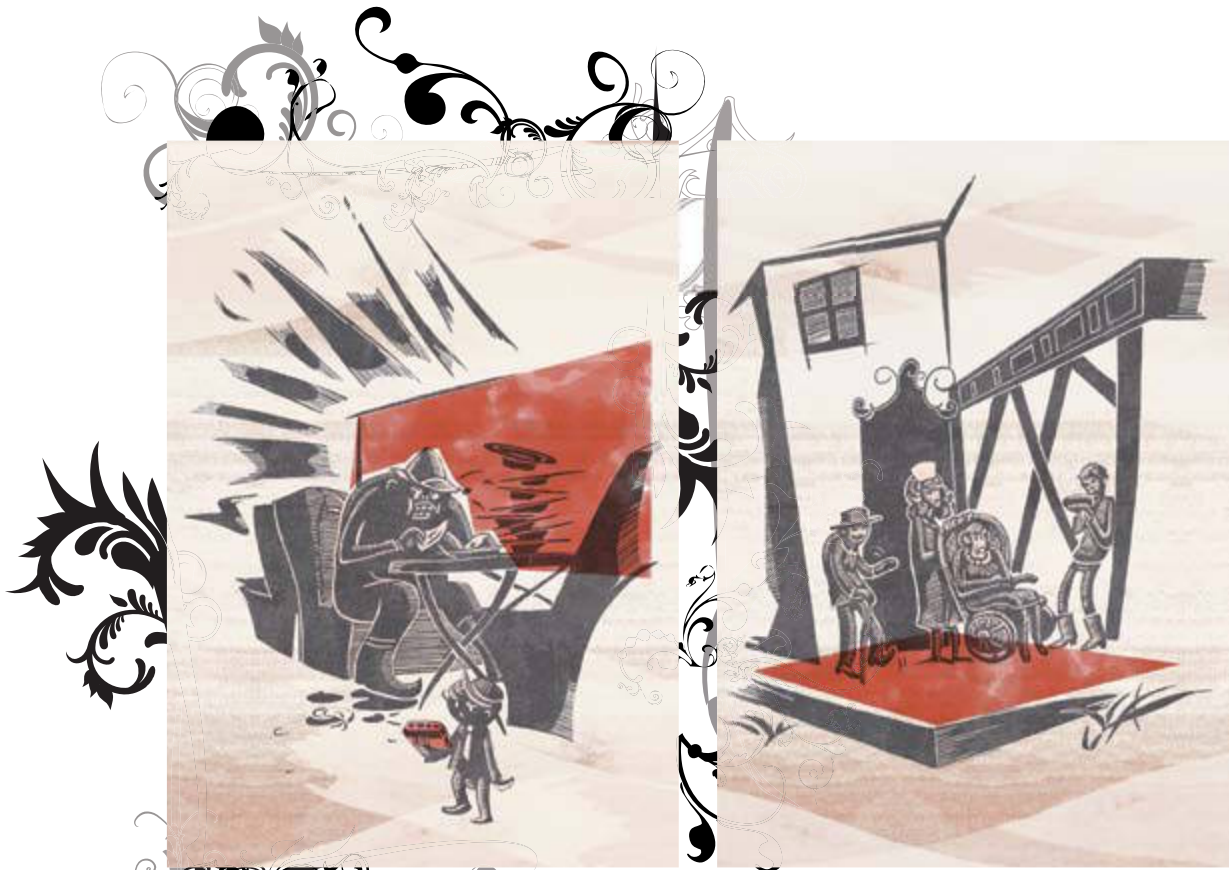
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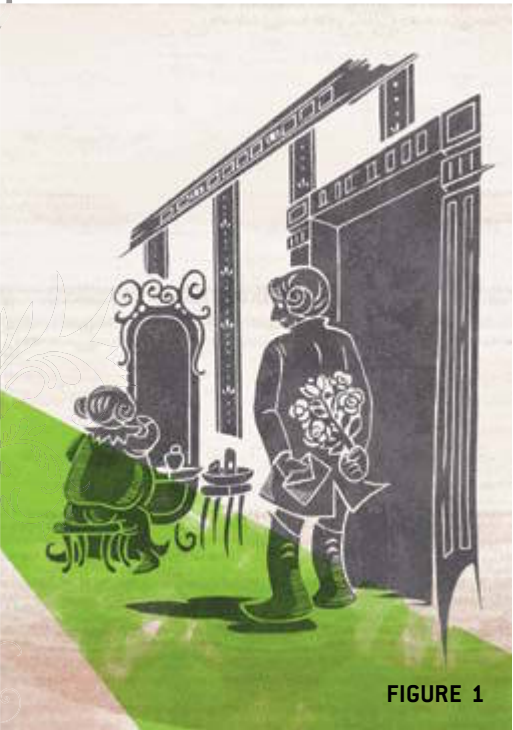


FIGURE 1



FIGURE 2



Figures 1 -2: The simple addition of color to an otherwise black and white page can both add a sense of depth (Figure 1) and highlight key elements in the story (Figure 2).

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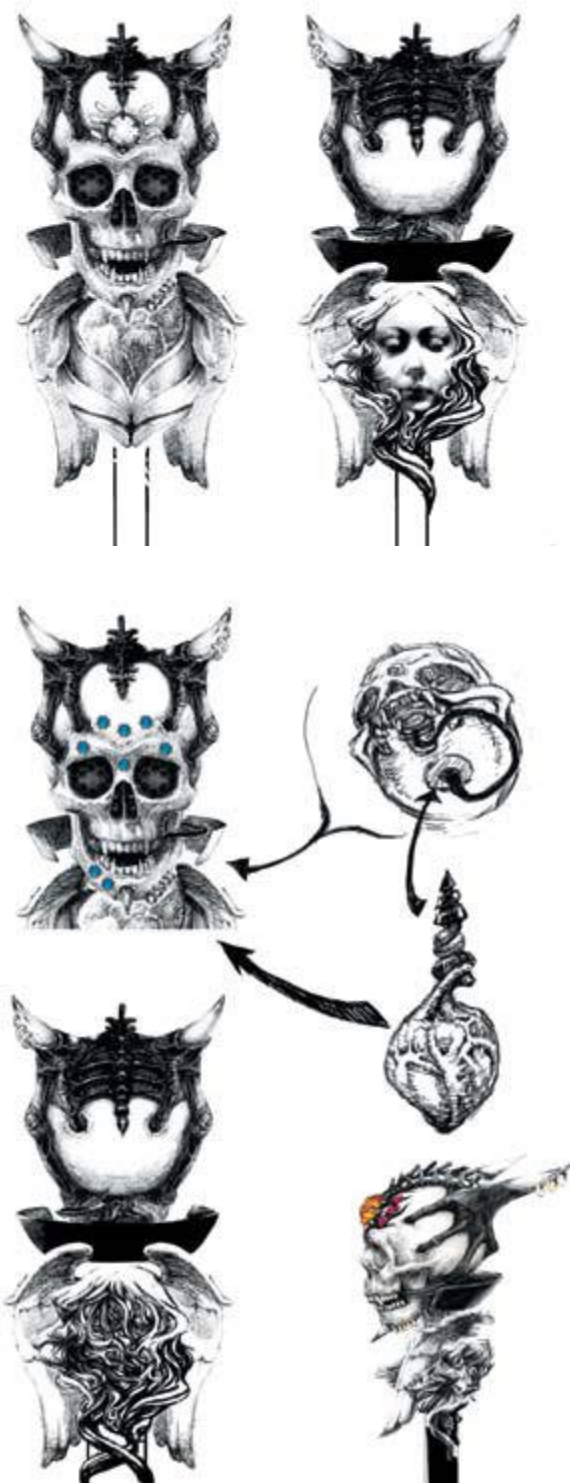
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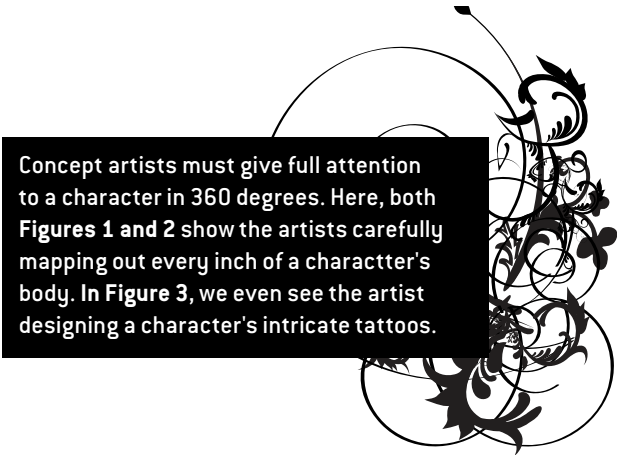
CHARACTERS



Johnson's heart is covered by angels. We thought the concept of coexisting demons and angels, contradictory elements, would be interesting. Johnson is Garcia's partner, a human hanging out with a demon, which is also an interesting contradiction. This is why I included these elements in Johnson's designs.—TN



FIGURE 1



Concept artists must give full attention to a character in 360 degrees. Here, both Figures 1 and 2 show the artists carefully mapping out every inch of a character's body. In Figure 3, we even see the artist designing a character's intricate tattoos.



FIGURE 3



FIGURE 2

THE ART OF GRASSHOPPER MANUFACTURE



Paula was not always a resident of Hell. Before her abduction, she was Garcia's arm candy. Able to go from elegant (Figure 1) to casual (Figure 2) shows that she's not a one-dimensional character.



FIGURE 1a



FIGURE 1b



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The pieces above are Paula's regular clothes, though you don't see the picture on the left in the game. At one point there was a scene introducing Paula as a child, which was later cut. Her personality changed a lot after she grew up.—TN

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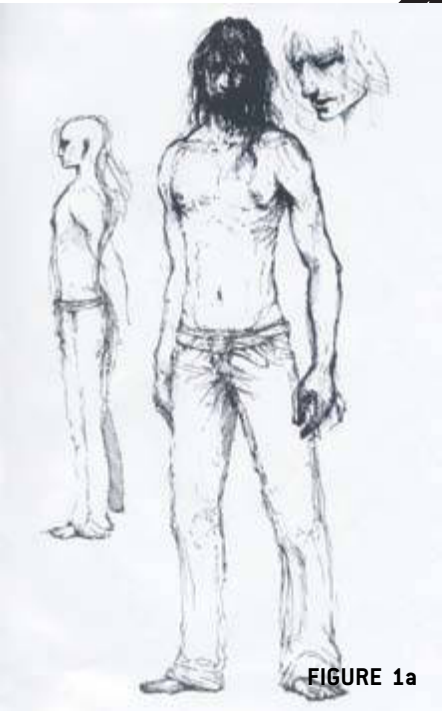


FIGURE 1a



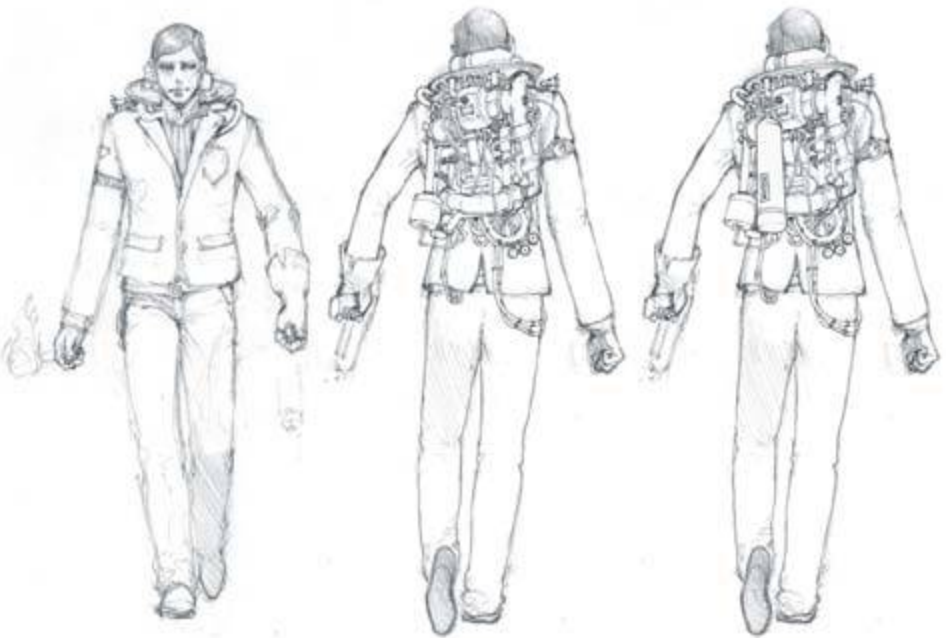
FIGURE 1b

Figure 1: Early sketches of Garcia show that he may have originally been conceived of as more of a wildman.

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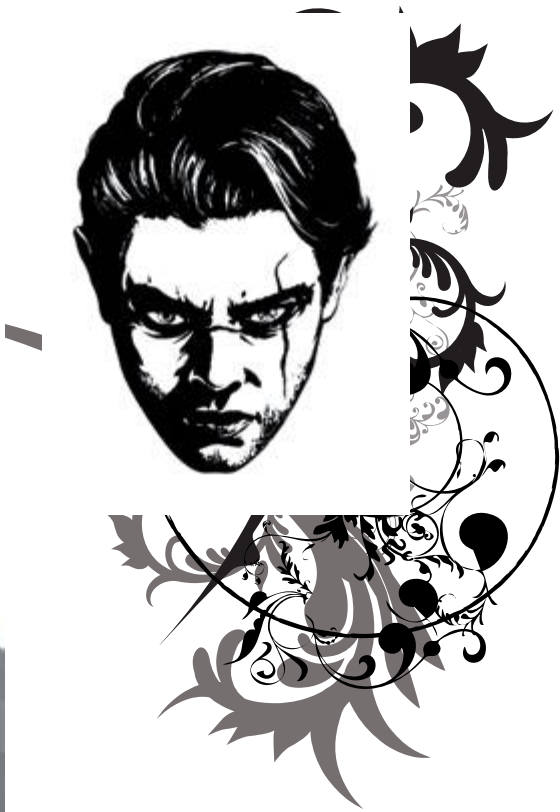
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THE ART OF GRASSHOPPER MANUFACTURE



From the beginning of production, we decided that Garcia would have a tough life. It was very challenging to depict this through his fashion style.—TN



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FIGURE 1

Figure 1: An early concept piece of Garcia in a Victorian look. Even in refined period-specific costume, Garcia still has the look of a demon-hunting bad-ass.



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WHAT KIND OF DEMON HUNTER ARE YOU?

The Laid-Back Demon Defeater

The Laid-Back Demon Defeater is just looking to have a good time. You just want to enjoy playing the game and aren't concerned with finding every little item and unlocking all the achievements/trophies.

Take a quick glance at "The Basics" section, which starts on the next page, to become familiar with the mechanics of the game, then dive into the walkthrough on page 82. Follow it to get all the information you need to navigate each level, solve every puzzle, and defeat all bosses. Everything you need to have a good time is right there in the walkthrough. If you're curious to learn more about an item, enemy, or character, flip to the "Guns and Gear" and "Stars of the Show" sections in the back of the book.

Keep your eyes peeled for special Johnson's Tip boxes that provide helpful advice on how to battle demons, solve puzzles, and earn bonuses. Plus, they're good for a laugh.



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Shadows of the DAMNED

The Achievement/Trophy Whore



The Achievement/Trophy Whore is in this to net some serious points/trophies. You're not messing around—unlocking every last achievement/trophy is what playing this game is all about and you won't rest until it's done.

Start by turning to the "Achievement/Trophy Guide" section on page 74. Here you'll find a detailed plan on how to approach your run to 1,000 points/platinum trophy. For the toughest achievements/trophies, there are specific tips showing you how to unlock them. Additionally, a full list of red gems is provided and there's even a checklist so you can mark which achievements/trophies you've earned.

The Know-It-All



The Know-It-All just won't rest until you know everything there is to know about the game. From the location of every red gem to the different types of executions, you want to read through everything.

Well, you're in the right place. Start learning all there is to know about the game in "The Basics" section, which starts on the next page. Read up on the mechanics of the game, then dive right into the walkthrough. When you first come across a new item, enemy, or character, flip to the page indicated to learn more.

Be on the lookout for special panels describing books and posters found in the underworld. These provide insight into the world around you, adding that extra dimension you crave.

The Too-Cool-to-Look-at-This-Guide-Until-I'm-Stuck Dude



The Too-Cool-to-Look-at-This-Guide-Until-I'm-Stuck Dude can't be bothered with reading through this guide. You've got a game to play and you're not interested in going through reams of text. That's cool—use this guide as a detailed reference for when you need help getting through a tough section or boss battle.

Refer to the walkthrough for details on how to navigate each level, as well as how to solve every puzzle and defeat the bosses. Any time you wish to learn more about an item, enemy, or character, flip to the "Guns and Gear" and "Stars of the Show" sections in the back of the book.

If you're wanting to find the location of red gems, refer to the full list in the "Achievement/Trophy Guide" on page 74. Furthermore, look for the red gem icon in the walkthrough for instructions on how to collect specific red gems.



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THE BASICS



Welcome to Hell

Welcome to the hottest destination in the universe! With an incomparable nightlife, endlessly flowing liquor, and the freedom to do what you want, whenever you want—the underworld is where it's at. As a mortal, knowing how to make your way around this rough-and-tumble world of the dead is essential, so familiarize yourself with these basics to ensure your survival and maximize your fun.



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Heads-Up Display



- Special Items:** Action items such as brains, eyeballs, and strawberries are shown in this corner of the screen. Other items such as ammo, red gems, and liquor are not displayed here.
- Notifications:** Whenever you have a message, a note appears in this corner of the screen. New Johnsonpedia entries and red gem notifications pop up in this corner.
- Total Ammo:** Your total stock of ammunition for your currently equipped weapon is shown here. This includes the bullets in your current clip. There are three types of ammo: bones, skulls, and teeth.
- Equipped Weapon:** This icon shows your currently equipped weapon. Naturally, it changes whenever you switch weapons.
- Shots Left in Clip:** Each weapon has a set number of shots per clip. As you upgrade your weapons, the clip size increases and is reflected here.
- Health Gauge:** Monitor your health using this vertical bar. When the gauge is surrounded by blue spikes, you're under the protection of a soul booster. A flashing health gauge indicates damage taken from darkness.
- Bottles of Liquor:** This icon shows your stock of liquor for the variety you currently have equipped. There are three varieties of alcohol: sake, tequila, and absinthe. Your total supply of liquor for all three varieties can be viewed from the pause menu.
- Item Counter:** Whenever you pick up ammo, white gems, or liquor, an indicator pops up in this corner to update you on your inventory total.

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Movement

Use the left stick to move. If you're in a hurry, press the Run button to sprint. You can only sprint for short distances, although pressing the Run button again picks up the pace. Repeatedly press the Run button to continuously sprint. Flip around 180 degrees quickly by pressing the Turn button.

Rolling

A highly useful ability is the evasive roll, which is done by pressing the Turn button while moving the left stick. Rolling allows you to evade enemy attacks and cover ground quickly.

Camera

Just as important as movement, knowing how to adjust the position of the camera is critical when exploring the underworld. Move the right stick to position the camera angle. This enables you to get a better view of your surroundings, particularly in tight spaces or when battling demons.

Attacking Enemies

Primary Fire



Your best defense is a killer offense—shoot first and ask questions later. Press the Fire button to trigger your currently equipped weapon's primary shot. You can also hold the Aim button to zoom in and get a better view of your target, then press the Fire button to shoot.

Secondary Fire

Some guns come equipped with a secondary mode of fire. Hold down the Fire button to activate secondary attack, then release to shoot. Note that not all weapons have secondary fire. See the "Guns and Gear" section on page 215 for details.

Light Shot



Hold the Aim button and press the Light Shot button to fire a special illuminating bullet. Use light shots to stun enemies, ignite hanging lamps (see below), and light goat's heads (see below). Light shots can be fired with any gun.

Switching Weapons

When alternate firearms are available, switch to them using the directional pad. Note that you cannot switch weapons during 2-D, side-scrolling stages.

Melee Attack/Torch Bash



Level enemies with a torch bash by pressing the Melee Attack button. Hold down the button to charge a torch bash, and let go when the torch glows brightly to execute the attack.

Finishing Moves

Sever an enemy's legs and you can kill them with a finishing move as they writhe on the ground. Walk up to the enemy and press the Action button to stomp on their head. Depending on how weak the enemy is, you may have to press the Action button repeatedly to get the kill.

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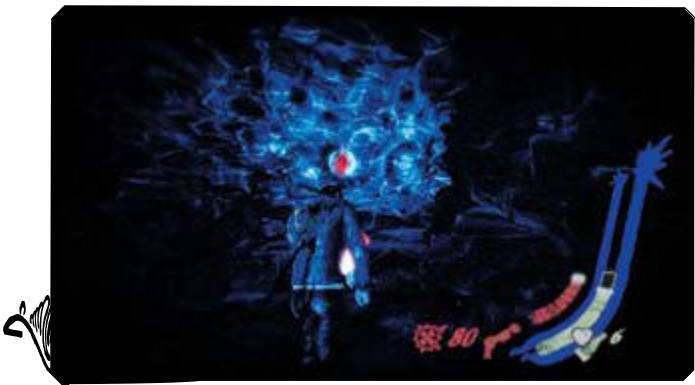
Executions



Stun an enemy with a light shot and then press the Action button while standing next to them for an execution kill. These gruesome attacks can only be performed on a stunned enemy and result in instant death.

The Weird Ways of the Underworld

Light Versus Darkness



The difference between light and darkness is dramatic in the underworld. Rays of light can scald a demon's leathery skin, but for them, the biting darkness is like a refreshing dip in a sun-heated swimming pool. We aren't talking about unlit corners or shadowy back alleys—darkness in the underworld is a force unto itself. The bluish-black darkness drains a mortal's soul and can kill you.

As a mortal demon hunter, you must contend with these extreme forces. Seek out light and avoid the darkness. Never stay in darkness for long. Look for ways to escape or to lift the darkness from the environment.

Alcohol



Drink to your heart's content while visiting the underworld. Here, liquor has a curative effect that contradicts its destructive properties in the world of the living. Whenever you're low on health, press the Alcohol button to take a swig from a bottle of booze and replenish your health gauge.

Gems

Money has no meaning in the underworld; instead, it's all about gems. White gems enable you to purchase items and are collected from defeated enemies. You can also find them hidden in the environment. There are also red gems that grant weapon upgrades and blue gems that bestow you with new abilities.

Johnsonpedia



During your time in the underworld, sidekick Johnson will fill you in on details about demons, items, and other happenings. These informational tidbits are stored in the Johnsonpedia, a sort of reference guide to the land of the damned. Refer to it when you want to learn more about the underworld.

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Objects of Note

There are plenty of unusual objects in the underworld. Pay special attention to these objects during your journey through the realm of the dead.



Hanging Lamp

These contraptions illuminate back rooms and shadowy alleyways when hit with a light shot. While using them isn't always mandatory, lighting them can help you battle demons and even scare away skittish creatures.



Goat Lamp

Your most important ally in the world of the damned—except for dear old Johnson, of course—goat lamps act as switches between safe light and soul-sucking darkness. Fire a light shot at a goat lamp in darkness and the area returns to light. Listen for bleating when exploring new areas for a clue that a goat lamp is nearby.



Vending Machine

Offering bottles of alcohol in exchange for white gems, vending machines are excellent resources for stocking up on booze sorely needed for recovering lost health.



Barrels of Light

Rays of light compressed inside a wooden barrel, these explosive little packages are great for damaging groups of enemies. Look for them in the surrounding environment and exploit them whenever possible.



Darkness Vines

Collections of squiggly little purple vines, these questionable-looking growths coil tightly around gates and doors keeping them firmly shut. You can't go through a gate or door covered in darkness vines until you destroy its accompanying core. Stand in darkness to search for the blood-red core that is connected to the darkness vines by a thin vein. Shoot the core to make the darkness vines retract.



Fireworks Launcher

Fireworks launchers clear away darkness with illuminating displays. The effect is only temporarily, however. Ignite a fireworks launcher by approaching and jamming on the Action button.



Meat Gate

Unlike an ordinary gate that opens and closes via a handle, meat gates open only when hit with a light shot. Aim for the medallion at the center of the gate.

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Sushi Lamp

Talk about a fish out of water—this underworld variant of the angler fish helps you through dark passages with its bioluminescent appendage. Hit the creature with a light shot to make it shine brightly, and inch forward to show you the way.



Guts Wall

Made up of internal organs and bits of gore, guts walls are a disgusting reminder of the grotesque spirit of the underworld. Demolish these walls using sticky shots fired from your Hot Boner (page 215).

Choosing a Difficulty Level

When you first play the game, you have a choice among three difficulty levels: Lemon Hunter, Demon Hunter, and Legion Hunter. Roughly, these equate to Easy, Medium/Normal, and Hard.

Upon completing the game on Legion Hunter, a fourth difficulty is unlocked as a bonus: Satanic Hell. As you'd expect, it's one tough nut to crack with tougher enemies, more health lost when you're attacked, and more expensive items.

Difficulty Level	Health	Damage to Enemies	Cost of Red Gems
Lemon Hunter	Retain more when attacked	Deal a lot	40% less
Demon Hunter	Normal	Normal	Normal
Legion Hunter	Lose more when attacked	Dish out less	60% more
Satanic Hell	Lose a lot when attacked	Dish out considerably less	100% more; price doubled

Use the table to determine which difficulty level is best for you. If you're unfamiliar with action games, give Lemon Hunter a try. Experienced gamers should opt for Legion Hunter for a challenge. If you're just wanting to have a good time, go with Demon Hunter.

General Tips

Keep these tips on mind when roaming the underworld:

- Rolling is your second best friend (Johnson obviously being your first, bestest friend in the whole wide world). Rolling enables you to avoid getting hit by an enemy's attack and can get you out of a pinch when surrounded by demons. Better still, it's great for hurrying through darkness.
- Always reload your guns after a battle. You never know when the next fight will occur and you want your firearms loaded up and at the ready.
- Save your white gems in order to spend them on red gems.
- Don't be afraid to have a drink. There's always a vending machine around the corner or a bottle to be found nearby.
- Use finishing moves and execution kills to earn more white gems than you would by shooting a demon.
- Fire a light shot to stun demons; it gives you extra time to make head shots or roll back to gain distance.
- Torch bashes are great for killing enemies in tight spaces. Instead of wasting ammo trying to shoot an enemy at close range, use a torch bash.
- Make use of the 180-degree turn for quick movements rather than turning manually.





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Road Map

Netting all 1,000 achievement points or unlocking the elusive platinum trophy is a sign of mastery. It takes a lot of work, though, and clear plan. Follow this road map to ensure you don't miss thing and to minimize mistakes that may lead to additional playthroughs.



Step 1: Play through the game on Lemon Hunter, focusing on collecting red gems.

You first inclination might be to play through the game on the hardest available difficulty mode; however, completion achievements/trophies don't stack; in other words, if you complete the game on Hard, you only receive the achievement/trophy for finishing on Hard, but not also for Easy and Normal difficulties. As such, begin with a playthrough on Lemon Hunter to focus on collecting all 80 red gems. Since you have to purchase 42 red gems from Christopher as part of that total, Lemon Hunter is the best place to earn the "High in Las Vegas" achievement/trophy since the red gems cost less on Lemon Hunter than on any other difficulty.

Additionally, you can unlock all story-related achievements/trophies, along with most, if not all weapons- and skill-based ones. Don't worry too much about getting all the weapons and skill-based achievements/trophies, though. Use this first time through the game to focus on getting every red gem since it will make subsequent runs much easier.

Step 2: Play through the game on Legion Hunter and clean up remaining weapons and skill-based achievements/trophies.

From easy to hard—now it's time to get serious about those weapons- and skill-based achievements/trophies. With all the story-based achievements/trophies unlocked and every last red gem in your pocket, play through the game on Legion Hunter to work on the more challenging tasks.

You want to tackle the skill-based achievements/trophies on the hardest of the three difficulties because it's easier to complete some of the tasks with hardier enemies. For example, "The Puppeteer" requires shooting the legs off a demon and then killing it with a head shot as it buckles back in midair. On an easier difficulty mode you might accidentally kill the demon with a stray shot or too many shots to the lower body.

Use this second run through the game to unlock any weapons-based achievements/trophies you didn't manage to earn during your play on Lemon Hunter.

Step 3: Play through the game on Demon Hunter.

Since the completion achievements/trophies don't stack, you need to play a third time through the game. Save the Demon Hunter difficulty mode for last. It's a breeze after playing through on the more challenging Legion Hunter and you should be able to speed through in just a few hours now that you know the game like the back of your hand.

Guide

Story-Based Achievements/Trophies

Most of the achievements/trophies are story-based and are earned simply by playing through the game on any difficulty. You receive one achievement/trophy for completing each chapter, as well as one for defeating each boss. Here's how it breaks down per act:

Act 1

- **You Go To Hell**—Start a new game, for the first time, from the Main Menu
- **An Ordinary Life**—Complete Act 1, Chapter 1

Act 2

- **Take Me To Hell**—Complete Act 2, Chapter 1
- **Adios George (Human Form)**—Defeat George in Human Form
- **Cannibal Carnival**—Complete Act 2, Chapter 2
- **What a Wonderful World**—Complete Act 2, Chapter 3
- **Adios George (Beast Form)**—Defeat George in Beast Form
- **Raiders of the Lost Heart**—Complete Act 2, Chapter 4

Act 3

- **Don't Fear the Reaper 1**—Defeat Maras Grim
- **It's a Bug Hunt**—Complete Act 3, Chapter 1
- **My Dying Concubine**—Complete Act 3, Chapter 2
- **Don't Fear the Reaper 2**—Defeat Kauline Grim
- **As Evil As Dead**—Complete Act 3, Chapter 3
- **Annoying Mosquito**—Defeat Elliot in Beast Form
- **The Bird's Nest**—Complete Act 3, Chapter 4

Act 4

- **The Big Boner**—Complete Act 4, Chapter 1
- **Great Demon World Village**—Complete Act 4, Chapter 2
- **Don't Fear the Reaper 3**—Defeat Giltine Grim
- **Ghost Hunter**—Complete Act 4, Chapter 3
- **Great Demon World Forest**—Complete Act 4, Chapter 4
- **Suburban Nightmares**—Complete Act 4, Chapter 5
- **Flat Lust**—Defeat Justine
- **Justine For All**—Complete Act 4, Chapter 6

Act 5

- **Twelve Feet Under**—Complete Act 5, Chapter 1
- **Different Perspective**—Complete Act 5, Chapter 2
- **The Castle of Hassle**—Complete Act 5, Chapter 3
- **I Defeated the Last Big Boss!**—Defeat Fleming
- **The Final Chapter**—Complete Act 5, Chapter 4
- **Love Secret**—Defeat Paula
- **Til Death Do Us Part**—Complete Act 5, Chapter 5

Upon finishing the game, you also receive a completion achievement/trophy based on the difficulty you selected at the start. Note that you only receive a completion trophy for the first time you defeat the game on the corresponding mode. Furthermore, these trophies do not stack; in other words, when you complete all chapters on Legion Hunter, you don't earn the achievements/trophies for Lemon Hunter and Demon Hunter.

Completion

- **Lemon Hunter**—Complete all chapters on Easy
- **Demon Hunter**—Complete all chapters on Medium
- **Legion Hunter**—Complete all chapters on Hard

Skill-based Achievements/Trophies

Blood on the Dance Floor

Defeat 10 enemies with the Stomp Attack—Sever the legs of a demon and then press the Action button while standing next to them to initiate a stomp attack. Do this 10 times during the course of a playthrough to unlock this achievement/trophy.

A Hole in Your Head

Perform five head shots in a row with the Big Boner—There's only one place for you to unlock this achievement/trophy: Act 4-1. You only get to wield the Big Boner during this chapter, so you must get five head shots in a row during this level. Aim for the red core on the Hammerkop demons and shoot only when you're confident that you'll hit it. The head shots have to be consecutive for the achievement/trophy to unlock.

Nasty Headache



Perform five head shots in a row with any weapon—Without a doubt, this is the toughest achievement/trophy in the game. You must perform five consecutive head shots without stunning the targets with light shots or taking other shots in between the kills. Furthermore, the head shots must trigger the close-up camera (pictured here).

It takes an impressive amount of skill to pull off this very difficult achievement/trophy. The best place to get it is in the lake where you dive into the water to save Paula in Act 3-2. Demons spawn endlessly here, allowing you to try for head shots for as long as you like.

Rather than getting close to your targets, keep at range. While this seems counterintuitive, this holds two benefits. First, you ensure that demons won't rush in for the attack if you keep a good distance. Second, you can steady your aim without getting flustered by demons attacking you. Be patient and keep at it until you nail five in a row.

The Puppeteer



Perform a head shot right after a leg mutilation when the enemy is flying back in the air—This is a tough achievement/trophy, though not as bad as the "Nasty Headache." The fact that you only have to pull this off once makes it considerably easier than getting five head shots in a row.

What you need to do is shoot out the legs of a demon and quickly kill it with a head shot while it's still in the air, reeling from its legs being severed. There's no real trick to doing this—light shots don't help and there's no special location for it—it's pure skill. Note that you can do this only with a Hollow, Normal, Punkgut, and Psychoram demon. Be patient and practice until you pull it off.

Fire in the Hole!



Defeat three enemies at once using the barrels of light—There are only a few opportunities to unlock this achievement/trophy since you have to use a barrel of light to kill at least three demons in a single blast.

Your first chance to get the achievement/trophy is in Act 2-1, shortly after you're introduced to the barrel of light. When you're locked inside a small courtyard and a dark hand summons multiple demons to attack you (same courtyard where you find a red gem behind a pillar), use one of the barrels of light sitting against the walls to defeat the demons in one go.

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The best opportunity is in Act 2-3, after you meet Christopher for the first time. When you follow the sushi lamp through a dark cave, three demons approach you. Shoot one of the barrels of light as they approach to kill them all in one blow.

Another good spot for getting this achievement/trophy is at the beginning of Act 3-1. As you walk toward the bell tower where Paula is being held prisoner, demons run toward you down the street. Shoot the barrels of light on the side of the street, timing it so that you kill at least three demons in one blast.

Fiesta Caliente!



Defeat five enemies at once using the Hot Boner—This sounds much harder than it actually is. Using a sticky shot, you can easily kill five demons in one go. The trick is knowing when and where to do it. Whenever there's a large group of enemies you can attempt to catch them in the blast zone of a sticky shot. This is easier to do on Lemon Hunter and Demon Hunter difficulties since demons are weaker.

One particularly good spot, though, is at the end of Act 3-3. After your chance meeting with Elliot and the colonel whose wife was killed, demons shamle out of a cave. Fire a sticky shot on the ground and wait to detonate it until all the demons are within the blast radius.

Trash 'em while they're out!



Perform all five unique executions on enemies frozen by a light shot—Executions are pulled off by stunning a demon with a light shot, then pressing the Action button to trigger a special kill. These can only be done on Hollow, Normal, Punkgut, and Psychoram demons.

In all likelihood, you'll need to do more than five executions. There are five different executions, but they're triggered randomly; in other words, there's no way to choose which execution is used. Execute as many enemies as you can and the achievement/trophy will unlock once you've performed all five types.

Weapons Achievements/Trophies

The Talkative One

Defeat 20 enemies with the Teether—You receive the Teether after defeating George in human form in Act 2-2. Rack up 20 enemy kills before you upgrade to the Teethgrinder in Act 3-3. Once upgraded, kills apply to the new weapon.

Meatballs Lover

Defeat 30 enemies with the Skullcussioner—You receive the Skullcussioner for beating George in beast form in Act 2-4. Net 30 enemy kills before the end of Act 3-3, when you earn the Skullfest 9000 upgrade. Once upgraded, kills apply to the new weapon.

That's So Hot!

Defeat 20 enemies with the Hot Boner—Upon receiving the Hot Boner upgrade with the defeat of Maras Grim in Act 3-1, you have the rest of the game to kill 20 enemies with it.

The Orthodontist

Defeat 30 enemies with the Teethgrinder—After receiving the Teethgrinder in Act 3-3 for destroying Kauline Grim, kill 30 enemies before it's upgraded to The Dentist in Act 4-3. Once upgraded, kills apply to the new weapon.

Now That's a Big Fuckin' Gun

Defeat 40 enemies with the Skullfest 9000—The Skullfest 9000 comes into your possession at the end of Act 3-3. You have until Act 4-6, when it's upgraded to the Skullblaster, to rack up 40 kills. Once upgraded, kills apply to the new weapon.

Orthodontic Pleasures

Defeat 50 enemies with The Dentist—The Dentist is yours after defeating Giltine Grim in Act 4-3. You have the rest of the game to net 50 kills. Use it as often as possible to ensure that you nail at least 50 demons.

Skullblaster Master

Defeat 50 enemies with the Skullblaster—Once you receive the Skullblaster in Act 4-6, you have the remainder of the game to net 50 kills. Use it as often as possible in Act 5 to ensure that you nail at least 50 demons.

Other Achievements/Trophies

Drunk in Public



Drink three bottles of any alcohol in a row—After collecting three bottles of booze in Act 2-1, press the Alcohol button three times in a row to quickly down them. That's all it takes to earn this straightforward trophy. Note that you don't have to be damaged to drink the three bottles.

Stingy Bastard

Save more than 300 white gems in your inventory—During your first run through the game, don't purchase anything from vending machines or Christopher until you bank 300 gems. You should earn this at the end of Act 2-3 after meeting Christopher for the first time. Once your inventory hits 300 white gems, the achievement/trophy unlocks and you can spend as you wish.

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High in Las Vegas



Recover all available red gems in the game—There are a total of 80 red gems in the game: 38 hidden in the levels and an additional 42 that must be purchased from Christopher with white gems. Since there is no stage select, you must collect all 80 red gems in a single run.

Getting all 80 is easiest on Lemon Hunter difficulty since the price of red gems at Christopher’s shop is significantly less than on the other modes—40% less than Demon Hunter.

Use the table below to keep track of which red gems you’ve collected. Additionally, look for the red gem icon in the walkthrough for more detailed information on how to collect each red gem.

Number of Gems	Chapter	Location	Completed?
3	Act 2-1	Underneath bridge near Hangman’s Tavern	<input type="checkbox"/>
1	Act 2-1	Behind pillar in small courtyard where you fight demons conjured by dark hand	<input type="checkbox"/>
1	Act 2-1	In shack guarded by baby demon gate near opera poster	<input type="checkbox"/>
1	Act 2-3	Behind pillar after jumping from second floor of house, in area with telephone ringing	<input type="checkbox"/>
1	Act 2-3	Collect all white gems in the chandelier	<input type="checkbox"/>
2	Act 2-3	Defeat all demons in the chandelier	<input type="checkbox"/>
1	Act 3-1	In the flowers to the left of Christopher	<input type="checkbox"/>
1	Act 3-1	In a side passage accessible at the start of the sewers	<input type="checkbox"/>
1	Act 3-1	Behind the cracked stone wall at the end of the level	<input type="checkbox"/>
1	Act 3-2	Behind guts wall down side path at start of level	<input type="checkbox"/>
1	Act 3-2	Tucked away behind rocks near the demon cages	<input type="checkbox"/>
1	Act 3-2	On lakeshore behind a fallen log	<input type="checkbox"/>
1	Act 3-2	Behind guts wall to the right of cave at end of level	<input type="checkbox"/>
1	Act 3-3	In barrel next to demonic shrine at start of first Paula chase sequence	<input type="checkbox"/>
1	Act 3-3	In darkness, down path to the right of pedestal with blue gem	<input type="checkbox"/>
1	Act 3-3	In barrel next to house passed while following sushi lamp	<input type="checkbox"/>
1	Act 4-2	Collect all 50 white gems in the level	<input type="checkbox"/>
1	Act 4-3	In the Hall of Gluttony within book stacks	<input type="checkbox"/>
1	Act 4-3	In the Hall of Heresy, opposite the second goat lamp	<input type="checkbox"/>
1	Act 4-3	In the basement down within the book stacks passed while following sushi lamp	<input type="checkbox"/>
1	Act 4-4	Collect all 50 white gems in the level	<input type="checkbox"/>
1	Act 4-5	In barrel to left of guts wall at end of cave	<input type="checkbox"/>
1	Act 4-5	Behind cracked stone wall to the left of fireworks launcher	<input type="checkbox"/>
1	Act 4-5	In outhouse behind Christopher’s shop, covered in darkness vines	<input type="checkbox"/>
1	Act 4-6	Collect all 50 white gems in the level	<input type="checkbox"/>
1	Act 5-1	In barrel behind pillar in chambered room where you first meet the Electrodiode demon	<input type="checkbox"/>
1	Act 5-1	In crate located in rotunda	<input type="checkbox"/>
1	Act 5-1	In barrel located in darkness-filled room with core destroyed with Skullblaster grenade	<input type="checkbox"/>
1	Act 5-2	On the bottom of the first red block in the MOOR PU DEKCUF	<input type="checkbox"/>
1	Act 5-2	On the platform that twists into place after lining up the two blocks in the MOOR PU DEKCUF	<input type="checkbox"/>
1	Act 5-2	Down the stairs from the platform that twists into place after lining up the two blocks in the MOOR PU DEKCUF	<input type="checkbox"/>
1	Act 5-2	On the bottom of the large block with the long set of stairs near the end of the MOOR PU DEKCUF	<input type="checkbox"/>
1	Act 5-3	Kill the two demons in the Skullblaster Pachinko machine	<input type="checkbox"/>
1	Act 5-3	In a barrel near the spinal staircase	<input type="checkbox"/>
1	Act 5-3	In a barrel in the room with corpses hanging from hooks in the Madness Maze	<input type="checkbox"/>

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Check-Off List

Use this handy list of every achievement/trophy to keep track of which ones you've earned and those you've yet to unlock. While you can refer to your console's achievement/trophy menu, it's easier to have a list open and at your side for reference at any time.

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Achievement/Trophy	Description	Xbox 360	PlayStation 3	Complete?
You Go To Hell	Start a new game, for the first time, from the Main Menu	5	Bronze	<input type="checkbox"/>
An Ordinary Life	Complete Act 1, Chapter 1	15	Bronze	<input type="checkbox"/>
Take Me To Hell	Complete Act 2, Chapter 1	15	Bronze	<input type="checkbox"/>
Cannibal Carnival	Complete Act 2, Chapter 2	15	Bronze	<input type="checkbox"/>
What a Wonderful World	Complete Act 2, Chapter 3	15	Bronze	<input type="checkbox"/>
Raiders of the Lost Heart	Complete Act 2, Chapter 4	15	Bronze	<input type="checkbox"/>
It's a Bughunt	Complete Act 3, Chapter 1	15	Bronze	<input type="checkbox"/>
My Dying Concubine	Complete Act 3, Chapter 2	15	Bronze	<input type="checkbox"/>
As Evil As Dead	Complete Act 3, Chapter 3	15	Bronze	<input type="checkbox"/>
The Bird's Nest	Complete Act 3, Chapter 4	15	Bronze	<input type="checkbox"/>
The Big Boner	Complete Act 4, Chapter 1	15	Bronze	<input type="checkbox"/>
Great Demon World Village	Complete Act 4, Chapter 2	15	Bronze	<input type="checkbox"/>
Ghost Hunter	Complete Act 4, Chapter 3	15	Bronze	<input type="checkbox"/>
Great Demon World Forest	Complete Act 4, Chapter 4	15	Bronze	<input type="checkbox"/>
Suburban Nightmares	Complete Act 4, Chapter 5	15	Bronze	<input type="checkbox"/>
Justine For All	Complete Act 4, Chapter 6	15	Bronze	<input type="checkbox"/>
Twelve Feet Under	Complete Act 5, Chapter 1	15	Bronze	<input type="checkbox"/>
Different Perspective	Complete Act 5, Chapter 2	15	Bronze	<input type="checkbox"/>
The Castle of Hassle	Complete Act 5, Chapter 3	15	Bronze	<input type="checkbox"/>
The Final Chapter	Complete Act 5, Chapter 4	15	Bronze	<input type="checkbox"/>
Til Death Do Us Part	Complete Act 5, Chapter 5	15	Bronze	<input type="checkbox"/>
Adios George (Human Form)	Defeat George in Human Form	20	Silver	<input type="checkbox"/>
Adios George (Beast Form)	Defeat George in Beast Form	20	Silver	<input type="checkbox"/>
Don't Fear the Reaper 1	Defeat Maras Grim	20	Silver	<input type="checkbox"/>
Don't Fear the Reaper 2	Defeat Kauline Grim	20	Silver	<input type="checkbox"/>
Annoying Mosquito	Defeat Elliot in Beast form	20	Silver	<input type="checkbox"/>

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Achievement/Trophy	Description	Xbox 360	PlayStation 3	Complete?
Don't Fear the Reaper 3	Defeat Giltine Grim	20	Silver	<input type="checkbox"/>
Flat Lust	Defeat Justine	20	Silver	<input type="checkbox"/>
I Defeated the Last Big Boss!	Defeat Fleming	20	Silver	<input type="checkbox"/>
Love Secret	Defeat Paula	20	Silver	<input type="checkbox"/>
Lemon Hunter	Complete all chapters on Easy	20	Silver	<input type="checkbox"/>
Demon Hunter	Complete all chapters on Medium	50	Gold	<input type="checkbox"/>
Legion Hunter	Complete all chapters on Hard	100	Gold	<input type="checkbox"/>
Blood on the Dance Floor	Defeat 10 enemies with the Stomp Attack	15	Bronze	<input type="checkbox"/>
The Talkative One	Defeat 20 enemies with the Teether	15	Bronze	<input type="checkbox"/>
Meatballs Lover	Defeat 30 enemies with the Skullcussioner	15	Bronze	<input type="checkbox"/>
That's So Hot!	Defeat 20 enemies with the Hot Boner	15	Bronze	<input type="checkbox"/>
The Orthodontist	Defeat 30 enemies with the Teethgrinder	15	Bronze	<input type="checkbox"/>
Now That's a Big Fuckin' Gun	Defeat 40 enemies with the Skullfest 9000	15	Bronze	<input type="checkbox"/>
A Hole in your Head	Perform five head shots in a row with the Big Boner	20	Silver	<input type="checkbox"/>
Orthodontic Pleasures	Defeat 50 enemies with The Dentist	15	Bronze	<input type="checkbox"/>
Skullblaster Master	Defeat 50 enemies with the Skullblaster	15	Bronze	<input type="checkbox"/>
Nasty Headache	Perform five head shots in a row with any weapon	20	Silver	<input type="checkbox"/>
The Puppeteer	Perform a head shot right after a leg mutilation when the enemy is flying back in the air	30	Silver	<input type="checkbox"/>
Fire in the Hole!	Defeat three enemies at once using the barrels of light	15	Bronze	<input type="checkbox"/>
Fiesta Caliente!	Defeat five enemies at once using the Hot Boner	30	Silver	<input type="checkbox"/>
Trash 'em while they're out!	Perform all five unique executions on enemies frozen by a light shot	15	Bronze	<input type="checkbox"/>
Drunk in Public	Drink three bottles of any alcohol in a row	10	Bronze	<input type="checkbox"/>
Stingy Bastard	Save more than 300 white gems in your inventory	10	Bronze	<input type="checkbox"/>
High in Las Vegas	Recover all available red gems in the game	75	Silver	<input type="checkbox"/>
Fleming's Pride	Earn all trophies	—	Platinum	<input type="checkbox"/>



ACT 1-1: AN ORDINARY LIFE

A Hard Day's Night

After a heart-to-heart chat with his friendly neighborhood fiend, demon hunter Garcia Hotspur (page 218) returns home seeking comfort in the arms of his dear girlfriend Paula (page 218). Although the night's tough work is done, familiarize yourself with the basic controls—walking, moving the camera, shooting—by following the tutorial prompts as they appear throughout the chapter.

Tip

For in-depth information on the basic mechanics, flip back to "The Basics" section on page 68.



Step down the hallway and walk through the door on the right to enter Garcia's flat. A zebra-skin rug, several highly polished guitars hung against the wall, the sounds of a woman in

ecstasy in the adjacent room—it's clear this place is happenin'. Wait, those aren't screams of pleasure. They're the blood-curdling cries of a woman in distress!



Rush through the double doors into the bedroom to discover an unexpected scene. Hung from the ceiling fan is Paula, her body limp and seemingly lifeless. Before grief

has a chance to take hold of Garcia, he watches her body get ripped apart from within, blood pouring onto the hardwood floors, as an unsightly creature is birthed. Beady red eyes contrast against the demon's dark skin, which looks as though its body has been charred in the fires of the underworld. What in the hell is going on?

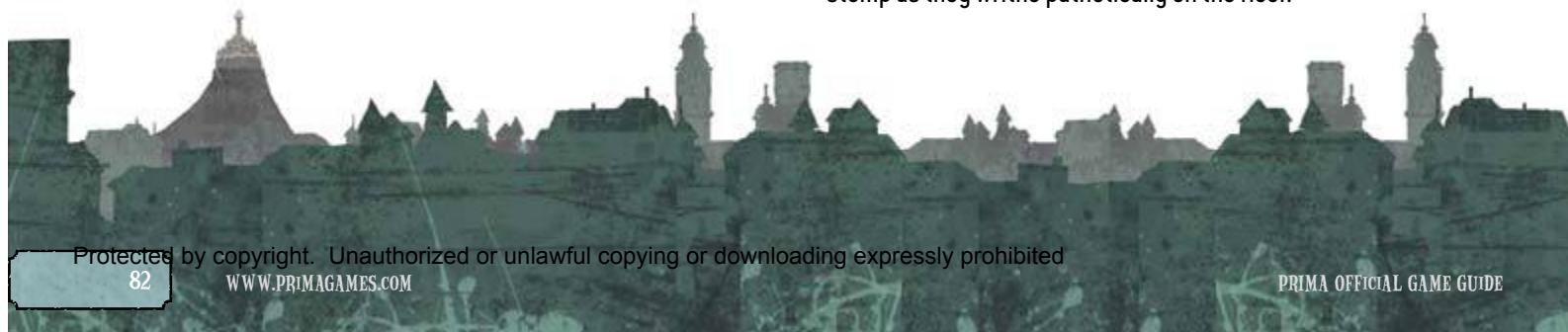


Take aim with your gun, wasting not a moment to abort the fiend. As you finish it off, two more demons appear on the balcony adjoining the living room. The glass is holding for now under

their pounding fists, but it won't for long. Step back into the living room and prepare to take them out. Before they manage to break through the glass, though, a demon drops from the ceiling. Waste it, then turn your attention to the two demons who have been successful in their efforts to shatter the sliding glass door.



More demons materialize from dark portals in the floor, wrecking Garcia's supremely awesome apartment in the process. Nail them with your firearm, then direct your aim toward a trio of demons climbing onto the balcony. Aim for their heads for instant (and satisfyingly gory) kills; alternatively, shoot out their legs to make them drop to the ground. You can effortlessly finish them off with a stomp as they writhe pathetically on the floor.



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Disrespectful demons are defiling Paula's body in the bedroom, which demands some gun-barrel diplomacy. Bust into the bedroom and put a cap in the three creatures. Crippling shots to the legs followed by finishing stomps are a good way to go.



Just as the show comes to a close, one more fiend takes to the stage. Donning a black trench coat to hide his bone as much as to display it, this six-eyed freak goes by the name **Fleming** (page 223). A little repartee reveals Fleming's foul intention: he plans on seizing Paula, whisking her away to his castle in the underworld to become his mistress. As if that weren't cruel enough, he plans on killing her and bringing her back to life over and over again. You can't have that, now, can you? Before leaping after Fleming through a portal to the underworld, Garcia grabs his leather jacket and resolves to do whatever it takes to save his precious Paula.

Highway to Hell



Asphalt breaks Garcia's long fall, yet his determination to find his girlfriend remains unbroken. It's a tenacity not shared by **Johnson** (page 218), the flaming skull sidekick capable of morphing from a torch into a hard-hitting gun called the **Boner** (page 215). Although, his powers of sarcasm and sexual innuendo shouldn't be discounted.

JOHNSON'S TIP

Navigating the demon world is tough stuff, but I just so happen to know every back alley, obscure horror story, and phone sex hotline in the place. When the underworld's busting your balls, look out for my tips.



Johnson thinks chasing after Paula isn't such a bright idea considering the dangers of the underworld, not to mention Fleming's brutality. It's no matter for Garcia—he's going all the way tonight. Johnson gives in, transforming into a decked-out hog to rocket you into the world of demons.

Tip

Refer to "Choosing a Difficulty Level" on page 73 of "The Basics" for advice on picking the right setting.

Before you're fully ready to enter the underworld, though, there are a couple of administrative duties at hand: Square away a save slot and select a level of difficulty. Once the necessary forms have been filled out, admission to the underworld awaits in Act 2.

ACHIEVEMENT/TROPHY ALERT

For kick-starting this crazy adventure into the underworld and finishing Act 1-1, you unlock the "An Ordinary Life" achievement/trophy.

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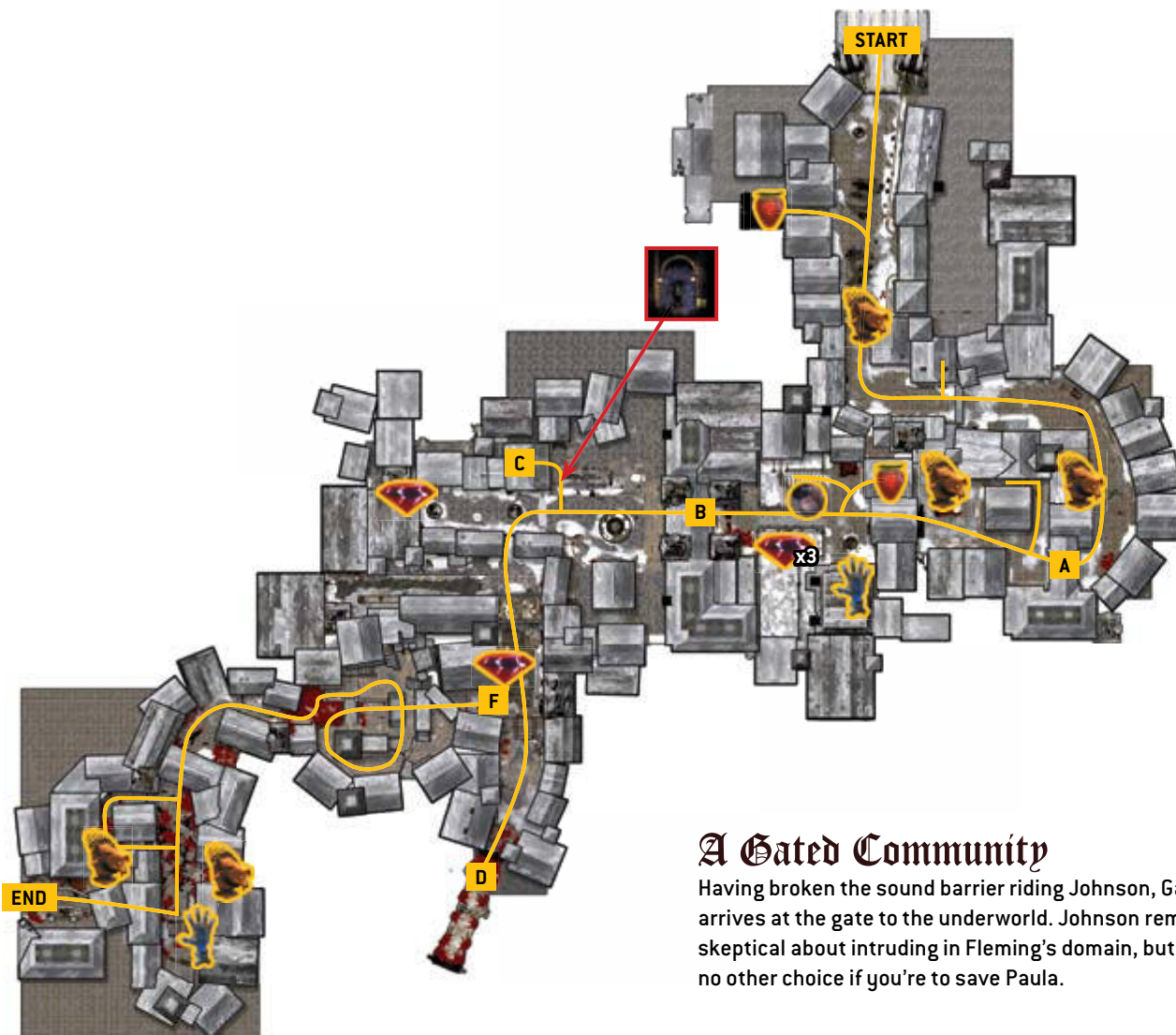
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Shadows of the
DAMNED

ACT 2-1: TAKE ME TO HELL



A Gated Community

Having broken the sound barrier riding Johnson, Garcia arrives at the gate to the underworld. Johnson remains skeptical about intruding in Fleming's domain, but you have no other choice if you're to save Paula.



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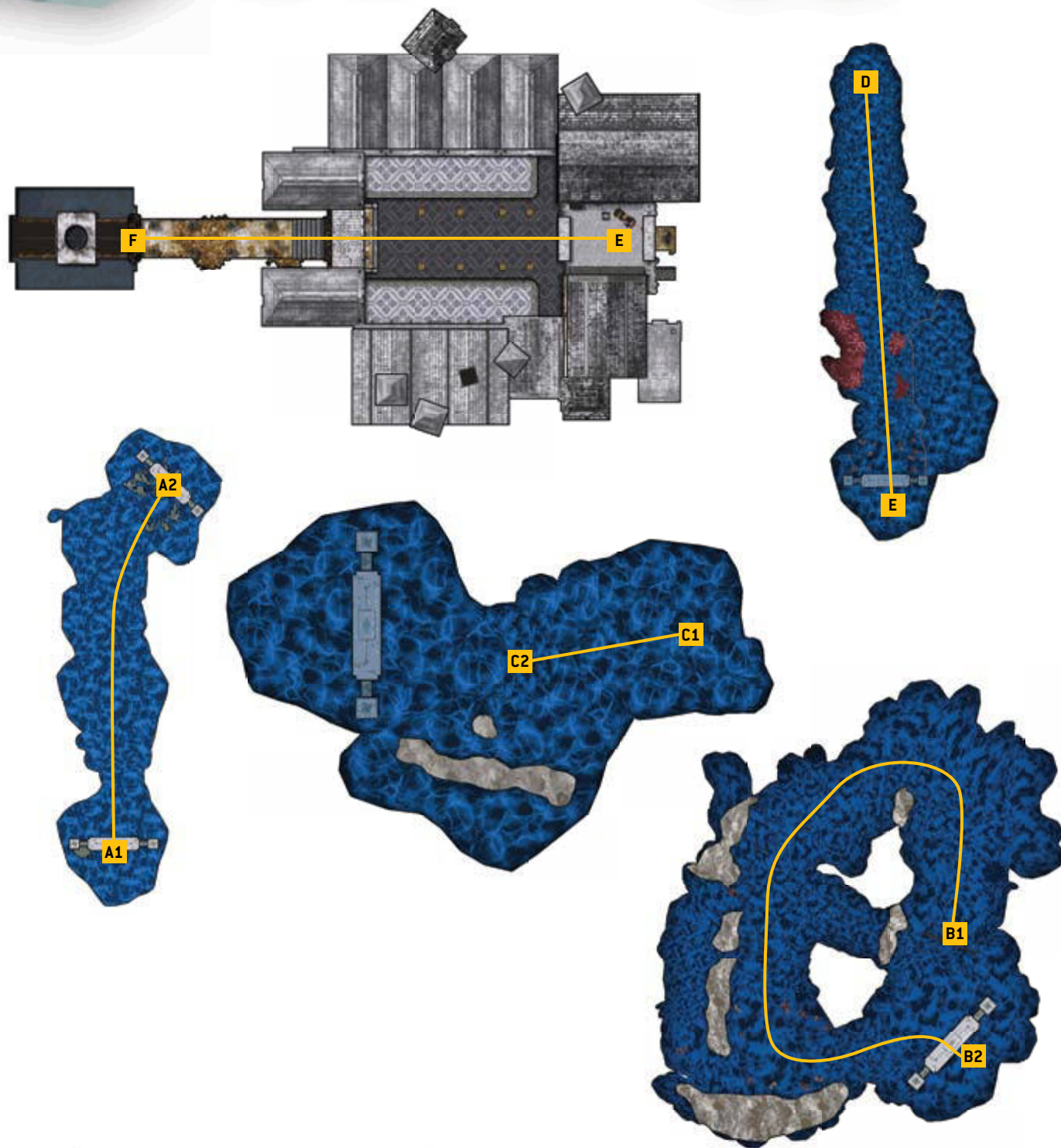
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Step toward the massive gate nestled between the two horse-head statues. Give the doors a nudge and peak at the darkness within. Demons are everywhere—this isn't going to be cakewalk.



Before you finish closing the gate, a glistening demon lunges forward through the twin doors. A whack with Johnson in torch form isn't enough to halt its advance, so fire a couple of bullets to persuade the demon to slink back behind the gate. This only serves to send its pals into a frenzy, causing one demon to leap toward you just as the gate closes. That'll be the last time that fellow considers putting an arm into tight spaces.



Open the gate a second time, bracing for a fight—which doesn't happen. The demons and darkness have dissipated and you're left standing in a dimly-lit cobblestone street. Step down the road toward another gate in the distance. You can't get far, however, before Johnson makes an outburst. Mere moments in the underworld and he's already run into someone he knows: **One-Eyed William** (page 219). Once you finish chitchatting and save your progress, continue down the street.

ONE-EYED WILLIAM SAVES THE DAY

Affectionately referred to as "Willie," flying demon One-Eyed William saves your game when you come into close proximity with him. Whenever you spot this easily frightened flier, take comfort that he'll dump your progress into a fresh save file. Should you die or quit the game, you can resume the adventure at the spot you last saw Willie.



Don't let the breathy growls of demons in the distance discourage you from exploring the area. Take Johnson's advice and illuminate the dark street by lighting the **hanging lamp** (page 72) above the gate ahead. Use a **light shot** (page 70) to spark the lamp.



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JOHNSON'S TIP



Brighten up your day with a light shot—it'll spark hanging lamps to life, not to mention a variety of other contraptions. Think outside the box: Hitting a demon with a light shot is like throwing holy water on a vampire—it has a stunning effect. Nail demons with a light shot to make them temporarily impaired and vulnerable to attack. It's one of the few advantages you have on their home turf, *mon frère*.



Unfortunately, this newfound light attracts attention. A creaky wooden cart rolls out from a shadowy alcove onto the uneven street, ominously filled with mutilated bodies. With a bone crack and a blood splash—out pop **normal demons** (page 219) just begging to be hit with your Boner. You can switch to the shotgun-like **Monocussioner** (page 216), but these slow-moving fools are just as easily defeated with shots to the head, or legs followed by a finishing move.



Nab the **white gems** (page 217) that appear from the carcasses, along with any ammo, before running to the gate beneath the hanging lamp. Now that the coast is clear, stick Johnson in the crack and crank the gate open.

Strawberry Fields Forever



The street curves to the left just ahead, leading to yet another gate. This time a light shot isn't enough to open the way forward. Take stock of the door leading into the building to the left of the gate. Johnson mentions something about the infant demon guarding the door, which you can ply with the right treat.



Just as the door's **strawberry** (page 217) wishes are made clear, Paula streaks down the street. Chase after her, backtracking through the open gate into the previous area.

Follow her down an alleyway across from the wooden cart, ignoring Johnson's warning about demons' love of deception and dirty tricks. Climb the stairs and hurry through the door after Paula.



What a tease—she's not here, but there's a juicy strawberry here as a consolation prize. Pick it up amid Johnson's salivating and return to the demon door. Despite

Johnson's pleas to save the fruit for him, deliver it to the demon tyke to get him to unlock the door.

JOHNSON'S TIP



Strawberries are nothing short of edible ecstasy for a demon. Oh, tingling sensation on your tongue, the syrupy flow of juices that pour for every bite, the sensual prick of the seeds—this is AO-rated stuff, G. That baby demon door should be relegated to E-rated fruit fantasies, if you ask me.

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Enter the building and leap up the stairs. Paula isn't up here, but big glowing bottles of **sake** (page 216) on the long dining table are waiting to be gulped. Tuck the two bottles of sake away in your inventory for when your health drops; guzzle one down in a pinch to recoup your stamina. The sound of a door closing hints at Paula's whereabouts in the building across the street.



Drop to the street below via the open window and pass through the now-unlocked door to the opposite building. Whatever is rotting behind the door, it definitely isn't Paula. Exit the room. A bell chimes in the distance, signaling the coming darkness and eliciting a worried quip from your sidekick.



Johnson ain't kidding—this darkness is serious stuff. Not only does it slow your movement, but it literally sucks the life out of you. The only way to save yourself from its pervasive bite is to disperse the darkness with light. That **goat's head mounted on the stone archway** Johnson snidely points out will do just the trick. These grass-munchers are scattered throughout the underworld and keep darkness at bay when their candle crown is aflame. Hit it with a light shot to dispel the darkness. With the area now illuminated, the gate unlocks.

Lark in the Dark



On the other side of the gate, you immediately face trouble: demons loitering in the darkness farther down the road. A pun from Johnson and a snap from Garcia later, you can get to work dispersing the posse by nailing the hanging lamp under which they're congregating with a light shot. Of course, don't miss the bottle of sake on the stairs to the right before venturing down the street.



A second bottle of sake awaits your parched lips under the hanging lamp. Apparently the demons were using it to wash down the blood, guts, and gore piled by the picnic tables. Continue down the road, picking up yet another sake bottle lying out in the open on the street's right side.



Pass the shriveled tree and come to a stop at the metal gate barring access to the next section of the city. The knoll of a bell signals the advent of darkness once again. This time, there's no goat's head in sight! Worse still, that leafless tree breaks down into a cadre of demons. Without a way of dealing with these jerks, you're forced to scurry into the building on your right.



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Shadows of the DAMNED



Lucky for you, there's a goat bleating for a light shot inside. Stock up on bones, then head upstairs. Before you have a chance to gawk at the artwork on display, a **dark demon** (page 219) breaks through the window. Bullets can't penetrate this sucker—it's wearing protection. Dissolve the darkness by firing a light shot, then unload your Boner on it.



Alternatively, wield Johnson in torch form as a weapon. Issue a **melee attack** (page 70) to whack the darkness off a demon. Hold the button to wind up a swing, and let go when fully charged—Johnson flashes when powered up—to level a powerful **bash attack** (page 70). This is a great way to ensure that the two dark demons that come in through the window follow their friend to after-afterlife.

POSTER: DAMNING SALON

Newly deceased and wishing to ditch that mortal mauve? Or perhaps you've had a run-in with the light? Don't fret, visit one of the underworld's damning salons, specializing in beauty booths that bathe healthy-looking bods in color-draining darkness. Who said too much of a good thing can't kill?

SUNLIGHT GOT YOUR GOAT?
SOAK UP SOME SHADE IN THE UN-SUNNY

UNDERWORLD'S
Damning Salon



DAMN, IT'S NICE TO BE PALE!



Now that you've finished cleaning house, grab the bottle of sake on the table (if you haven't already) and feel free to gander at the lifelike statue of a beheading near the stairs and a gorgeous pop art poster on the wall. When you're through admiring the art, peak out the window to shoot the goat across the street. With the darkness dissipated, you're able to continue exploring the city.



Hop down through the window to the newly illuminated street below and say hello to scantily clad Paula. The crazed vixen is lolling about in lingerie, and then flees into the caustic

darkness like she's playing pornographic hide-and-seek.



Humor the woman by chasing her into the darkness. Too bad for you, though, she's long gone once you step into the darkness. Even worse, there's no way to lift darkness this thick. Heed Johnson's warning and hightail it to the exit portal at the end of the rocky path.



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JOHNSON'S TIP

I like darkness as much as any demon, but sometimes it's so heavy that you can't help but feel like the life is being drained out of you. In situations like this, run to the nearest source of light. The longer you linger in the darkness, the quicker your soul fritters away and the more health you lose. Pay attention to the flashing blue frame around your health gauge whenever you enter thick darkness. Should this empty, it's your life on the line.

Birds of a Feather



More darkness lies ahead, though there's a shadowy alleyway worth exploring first. Hit the hanging lamp in the corner with a light shot to brighten the alley, then move up. Before you round the corner, new creatures come out to play: **masked demons** (page 219).



Don't be fooled by their little masks, these guys are wimps. Resist the urge to shatter their masks by shooting at their heads. Instead, go for the blowout with the Monocussioner or shoot out their legs and go in for the stomp kill.



Step over the demons' decaying bodies on your way up the stairs in the alleyway. There's a patch of darkness, but the sound of a goat means hope of its dispersal. Pop into the

darkness and note the goat's head on the other side of the street. Quickly hit it with a light shot. Success! The darkness lifts and you're able to continue to the adjoining plaza.



Crows peck at the bloodied remains of a gigantic demon impaled in the middle of the thoroughfare. It's dead, thankfully, but those crows aren't exactly friendly. Show a little malevolent mojo to make those black birdies sing a different tune.



Whip out your Boner to fire at the **crowzer demons** (page 219) as it attacks you from the broken balcony overlooking the plaza. Aim and shoot fast—the demon spits from

its beak bloody crows that chip away at your health. Prevent it from attacking by riddling it with bullets. As blood pours from the first demon's body, turn your attention to a second demon on the other side of the balcony.



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Normal demons bust down the door of the building at street level, rushing at you with arms flailing. Put them in their place with a couple blasts from your Monocussioner. Collect their white gems as payment for a job well done and make your way through the now-accessible building.

JOHNSON'S TIP

Break wooden barrels and crates (like those sitting at the street corner next to the iron gate) to find white gems, bottles of booze, or just to get your rocks off. God knows I do—search barrels, that is.



Exit to the other side of the house where you find a baby demon gate guarding a bridge over a nasty trough of blood and guts. Head into the nearby Hangman's Tavern before

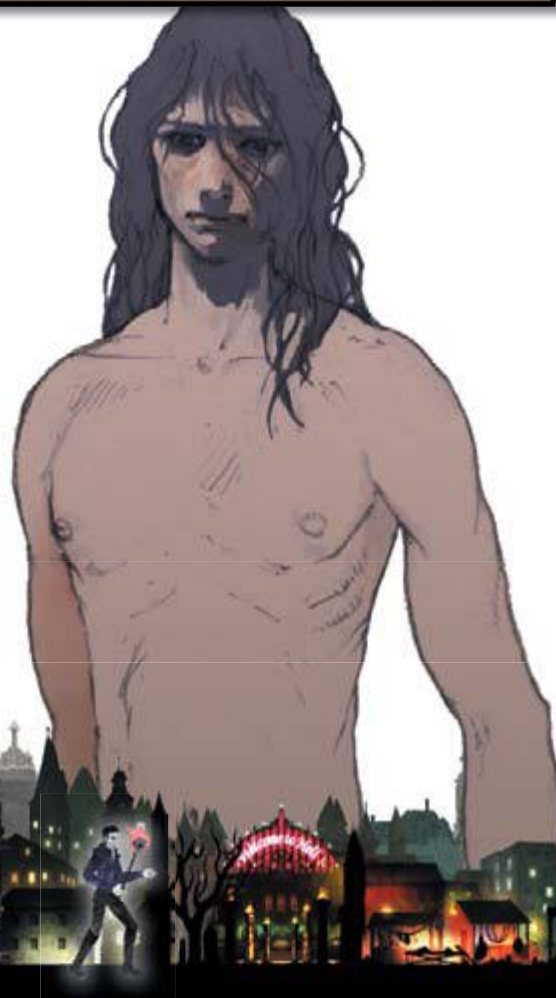
searching for the strawberry required to pry open the gate. A couple bottles of sake are on the bar, although if that's not enough to quench your alcoholic thirst, a **vending machine** (page 72) in the corner provides extra bottles at affordable prices.



Exit the tavern and start the search for a strawberry. Johnson noted after the battle with the crowzer demons that there's a piece of fruit in the vicinity and, sure enough, it's tucked in a back alley guarded by another demon gate. This baby has an appetite for eyeballs, which means you need to track one down to collect that strawberry to access the bridge.



Directly across from the baby demon gate are stairs descending into a disgusting pool of blood and body parts. Out of the fetid pool of crimson gore arise demons. Blast them apart with the Monocussioner, leaving nothing behind but a collection of white gems and a slippery **eyeball** (page 217). Beware of the beefier demon with the horns. While not a serious problem, two blasts from your Monocussioner are necessary to put this horny fellow down.



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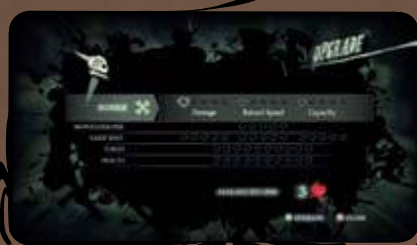
Stars of the Show



Before you rush back to street level to feed the eyeball to the baby demon gate, step toward three shiny **red gems** (page 217) under the bridge archway to net yourself some upgrades.

UPGRADING WITH RED GEMS

Red gems are a demon hunter's best friend. Not only do these precious crystals enable you to boost the attack power, clip capacity, and reload rate of your weapons, but also they can extend the stun power of your light shot, intensity of Johnson's torch bash, and even increase your maximum health. Upgrades carry over whenever you receive a new weapon, too. Hit the Upgrade menu whenever you pick up a red gem to set it in your attribute of choice. The more red gems you find, the more powerful you become, so always keep a keen eye out for them!



Time to feed the little ones—shovel the eyeball into the baby demon gate's mouth to gain access to the strawberry. Grab the bottle of sake on the curb, as well as the white gems hidden within the wooden crates before taking the fruit over to the other demon gate guarding the bridge.



Cram the strawberry into the crybaby's mouth to open the gate. Enjoy the sights and sounds of the underworld as you make your way over the bridge, including the giant hand stretching out from the darkness to snatch you. If you're quick to react, you can evade its grip and roll into the alcove on the right and stock up on ammunition. Ultimately, you have to venture into the darkness, so if you aren't snatched up, volunteer yourself into the abyss.



You've got no way but forward in this hellish cavern—the portal through which you entered has closed—so man up and force your way through the thick darkness. Fortunately, still-beating human hearts offer protection from the penetrating rays of darkness. As you make your way through the cave, collect these **soul boosters** to replenish your soul shield. Although the path splits, both directions converge on the exit portal.



Let There Be Light



Emerge from the darkness to find yourself in a courtyard with a statue of a minotaur. Say hello to Willie hovering to the right, near an alcove housing a handful of radiant barrels of light (page 72). Break them to nab some goodies—white gems, ammunition, or a bottle of sake. Net some additional white gems and ammo from crates on the other side of the courtyard, too.

POSTER: LIGHT

Lock away the light to keep the underworld's perpetual night from turning bright and scalding the delicate skin of demons. Barrels are an efficient means of storing dangerous day-rays—just make sure they're kept out of sight from demon hunters.



Venture past the minotaur statue to the far side of the courtyard, making sure to pick up a sake bottle cleverly hidden behind the broken cart. A baby demon gate impedes your progress, but more disconcerting are the purple squiggles that prevent access to the passageway off to the right. Looks like it's time for some demon-scaping.



To remove the darkness vines (page 72), you need to shoot the round, generator-like core powering them. The only way to nail the core embedded in the wall above the

baby demon gate is to shoot at it while standing in darkness. Sure enough, the knoll of a bell heralds the arrival of darkness; the minotaur statue shakes as a column of darkness engulfs the center of the courtyard. Step into in, aim with your Boner, and hit the core.



With the core spent, the darkness vines retract and you're able to explore the passageway. A broken window provides convenient entry to a house. Climb inside

and head up the stairs to reach a wall of darkness. Step into the darkness to find Paula prancing around in her intimates. Push aside the question of how she manages to withstand the biting darkness wearing little more than lace and an elastic band, and run to her. Eek—it's a trap! Hit the goat's head that appears with a light shot to free yourself from bondage. What a naughty girl.

Tip

A light shot can be fired from any gun—not just your Boner. Whether it's issued from your Boner or Monocussioner, a light shot by any other name stings the same when it hits your right between the eyes.



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Back inside the house, collect ammo from a crate at your feet and visit the vending machine in the corner if you're thirsty. Collect the brain (page 217) hovering above the antique table near the staircase with the intention of feeding it to the baby demon in the courtyard. Before you traipse back down to the tyke, stop by the bedroom to pocket some white gems. Feed the little brat the brain and be on your way.



Willie greets you in this small quad filled with barrels of light. Don't shoot them quite yet—you may want to put them to good use. A few steps is all it takes to trigger the sound of bells, which of course signals the arrival of darkness. This time, however, it's worse: Along with the soul-sucking darkness, a dark hand materializes out of the walls and ground to conjure dark demons. Before attempting to break apart these fiends limb by limb, clear the darkness by sending a light shot over to the goat's head in the corner. This returns the quad to normal, giving you breathing room to take on the dark demons.

JOHNSON'S TIP



Barrels of light have an explosive effect that damages demons. Better still, you can wipe the darkness clean off a dark demon. They're particularly useful when facing down multiple demons because a single blast can blow up an entire group. Casts the ménage à trois in a new light, wouldn't you say?



Here's where those barrels of light come in: position yourself in one of the corners near the entrance and fire on the barrels as the demon trio approaches. Alternatively, make

mush of them with the Monocussioner or lop off their heads with your Boner. With the quad cleared of demons, the exit unlocks and you're free to proceed to the next area.



Search behind the pillar at the far end of the quad for a pretty little red gem.

The Soprano



This quiet alley offers a nice respite from combat and a chance to stock up on supplies. To the left, crack open a wooden crate for some random goodies. On the path to the right overlooking the alley below, pick up a bottle of sake and a spot of ammo.

POSTER: VOTE FLEMING

It's 3 a.m. and your baby demons are safe and asleep, but there's a phone in the Castle of Hassle and it's ringing. Something's happening in the underworld. Your vote will decide who answers that call—whether it's someone who already knows that underworld's VIPs, someone tested and ready to lead in a dangerous underworld. Who do you want answering the phone? Vote Fleming. Because he says so.



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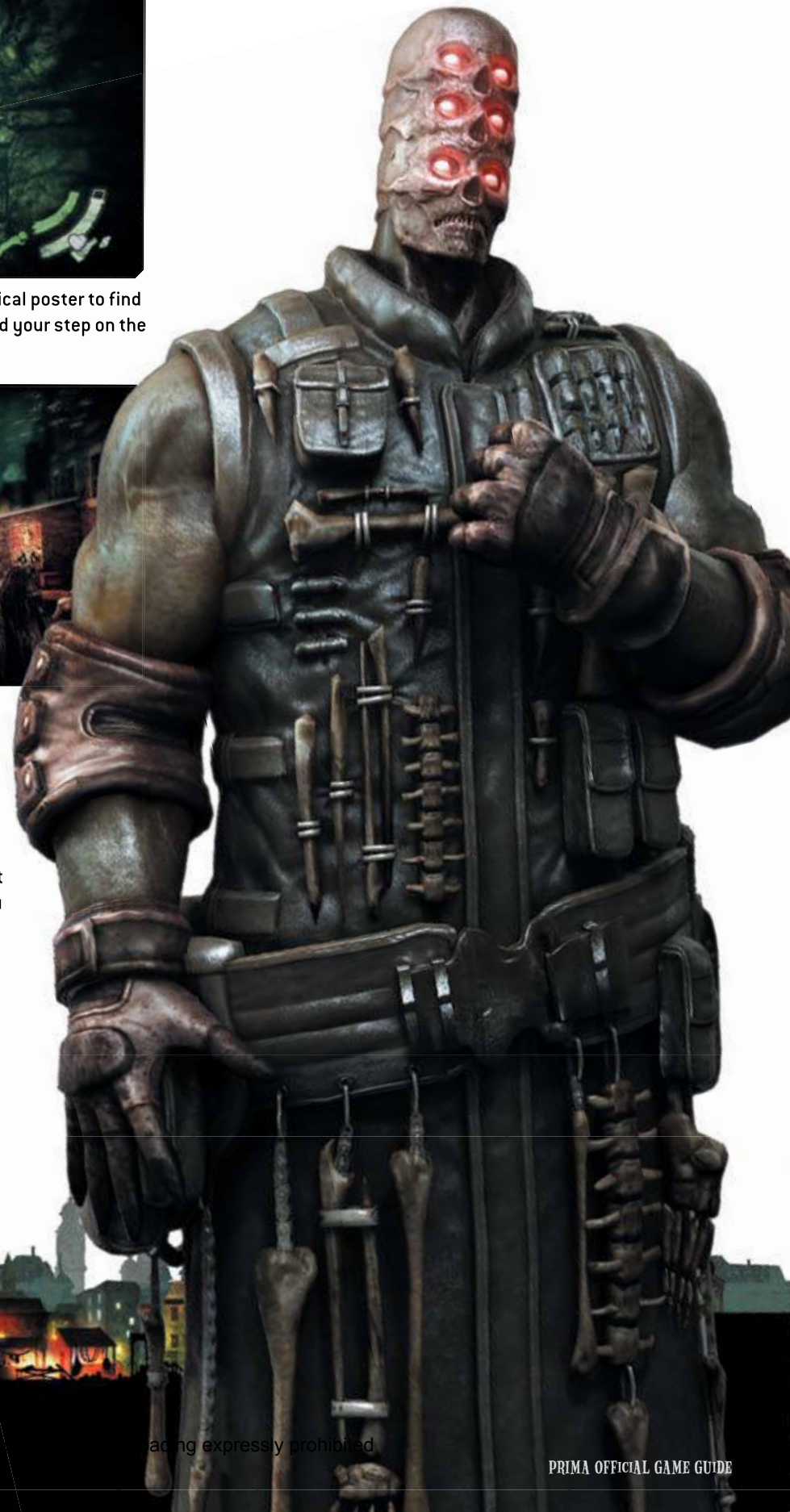
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Stroll down the sloped path near Fleming's political poster to find some white gems and a few wooden crates. Mind your step on the way back up.



Mind your ears after climbing up the ladder, too. The operatic belting of a soprano shakes the city to its foundation. There's nothing to be done about it now except shield your face from the shards of shattered glass and cover your ears. Hop down from the ledge and press on. A baby demon cries out for a strawberry, but it's plum out of luck because at the moment you don't have one. Continue through the archway.



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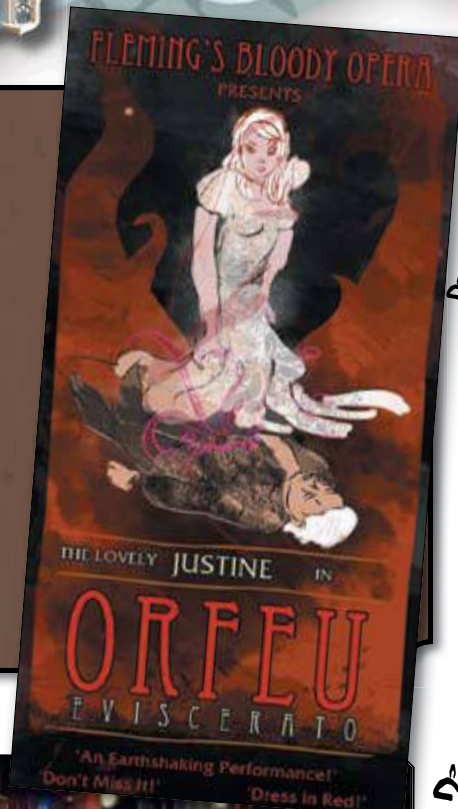
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POSTER: ORFEU EVISCERATO

Come see the bone-chilling epic that has critics across the underworld shouting from the bloody rooftops! The larger-than-life Justine brings down the house with an ear-splitting performance not to be missed. Also because Fleming says so.



Just as you reach the bottom of the stairs, darkness passes over the area. Corpses littering the other side of a wrought iron fence twitch to life, rising up from the ground as newly empowered dark demons. Launch a light shot at the goat's head on the wall, then send over a couple more to the demons as they climb over the iron fence. Remember, you can't harm dark demons until you nail them with a light shot first.



With the street clear, search the stalls lining the road. There are two boarded-up stalls on the left, where you can nab a strawberry and bottle of tequila (page 216)—what, no

lime wedge?—Break into the stalls with a stiff kick. Another set of stalls on the right offers bottles of tequila and sake, and a box of ammo. Just beware of a demon hiding in one of the stalls.



Take the strawberry found in the first street stall on the left to the baby demon gate across from the opera promotional poster. Feed it to the door to gain access to a hidden red gem.

POSTER: POSSESSING HUMANS FOR DUMMIES

Even demons need help learning how to behave badly. Informative placards dot the walls of the underworld in an effort to aid young demons with the most basic activities.



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The goat managed to chase away most of the darkness, yet up ahead there's a patch that proved too thick to clear. Pass through the iron gate and into the darkness. A long, rocky path stretches before you, flanked by a skeleton fence holding demons at bay. Ignore them as you race to the exit portal, picking up a soul booster to shield you from the negative effects of the darkness.



On the other side of the darkness you're greeted by Willie and an unlocked gate. Step through to meet the sultry opera star Justine (page 223). Hers is a sinister song, one that summons a deadly **dominator demon** (page 220) equipped with a round of blades efficient in slashing off limbs.

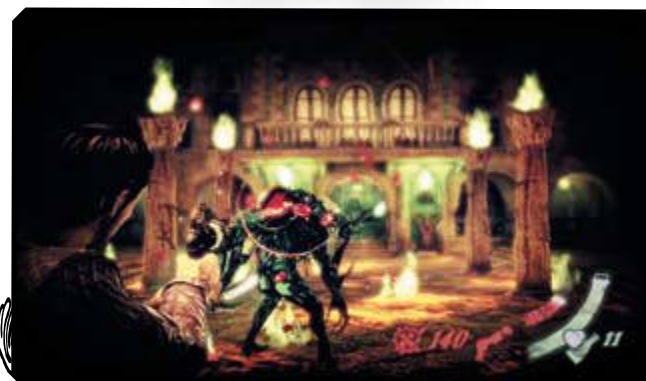


Bullets do no harm to this rather terrifying foe, but that's okay because it has an easily exploited weakness. Like any dark demon, a light shot is required before you're able to deal it damage. In this situation, hitting it with a light shot causes the creature to reel in pain and turn its back to you.



JOHNSON'S TIP

There's no shame in running away. Seriously, G—if you're face-to-face with a charging demon, do an evasive roll to avoid getting tagged. Not only will it keep you out of harm's way, it'll put you in a better position to attack.



Now's your shot—fire at the crimson core on its back for the kill. On Lemon Hunter and Demon Hunter difficulty modes, this won't take more than a few shots; however, Legion Hunter and Satanic Hell require more legwork. The demon turns around more quickly when hit with a light shot, leaving you with less time to shoot the core on its back. When the demon is dead, exit the plaza via the unlocked door and climb the ladder up the well at the end of the corridor.



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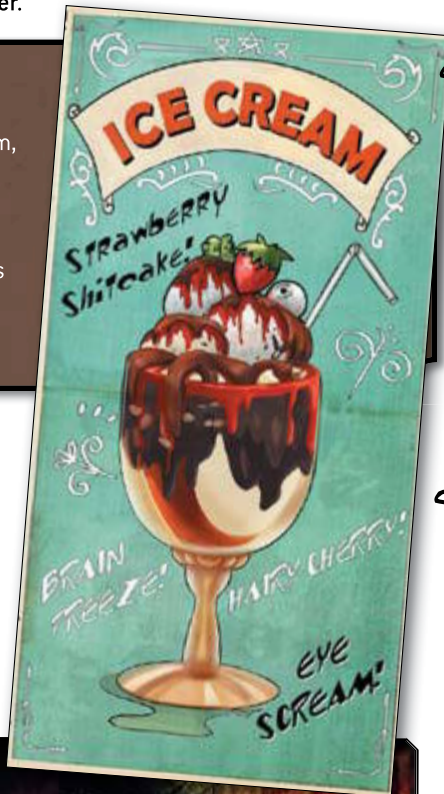
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Very Important Pendejo

After emerging from the well, leave the back alley by busting through the wooden fence. Drop down from the ledge into the disgustingly bloody water.

POSTER: ICE CREAM

You scream, we scream, demons all scream for ice cream! This tasty little sundae has all a demon's favorite treats to make the toes curl on your feet.



You're not alone. The out-of-place sound of a harmonica gives away the presence of a demon VIP. Johnson explains the special spot VIPs hold in Fleming's nonexistent heart and then it's back to business. Two demons come up from the water's surface and take a threatening pose. Make them contribute their own blood by riddling their decrepit bodies with bullets.



Trudge through the puddle to dry land and bash through a wood fence to meet the acquaintance of a crowzer demon. Silencing this demon's caws is as simple as

shooting the barrel of light situated on the ledge. A menacing replacement enters the scene; it commands a generous blast from your Boner. Shoot until it's down, then turn your attention to a demon approaching at ground level. Eliminate it with ease by exploding the barrel of light just as it walks by.



Two pairs of demons appear on the walkway. Introduce them to your Monocussioner. They're going to be great friends. Collect the tequila sitting at the base of the tree before stomping up the stairs. Bash through the fence and make your way through the winding alleyways to arrive at a small square.

Tip

Collect extra white gems by defeating a demon with a finishing move. For example, if you take out the legs and then stomp the hell out of a demon, you earn more white gems than you do by riddling it with bullets.



A more powerful normal demon equipped with a set of horns and accompanied by a sidekick greets you at the gate. Use a barrel of light to quickly blow the pair to bits in a single shot. Otherwise, whip out your Monocussioner for blood-splattering kills. Explore the square over their dead bodies: There's a gate covered in darkness vines, an alcove with a goat's head (and two crates with goodies inside), and two baby demon gates.



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The arrival of darkness cuts the reconnaissance mission short. Don't get upset, though, because it's a blessing in disguise. Pruning those darkness vines is now

possible thanks to the spewing of the **darkness hand** (page 221). Run over to the core above the vines and wait for the darkness to advance far enough for you to shoot it.

JOHNSON'S TIP

You might remember from earlier how darkness activated corpses, turning them from lifeless bodies into dangerous demons. Well, the same can happen in this square. Watch your back as you're solving the door puzzles in this area. Dark demons have a fiendish tendency to climb over walls and issue surprise rear assaults—not that there's anything wrong with taking it in the rear.



Slip through the gate into the side passage as the darkness continues to spread. A soul booster floating near the barrels offers some protection from the darkness, just

enough to see you around the corner where a goat's head can be dealt a light shot. Round a second corner and sprint up a short set of stairs to find a brain—just what one of those baby demons is crying for.



Drop down into the darkness-filled square and race over to the goat's head in the alcove. Illuminate a small area with a light shot to the goat, then hold your ground

against dark demons that intrude your space. It's best to stay in this lighted area and deal with the dark demons before venturing back into the darkness because you can't do a thing to harm them while in the thick stuff.



Pop the brain into the baby demon gate under the darkness hand (the other requires an eyeball). This grants you access to a flight of stairs leading up to the hand, which you can plug by jamming Johnson in torch form into the hand's slit. Grab soul boosters along the way to keep safe.



Seize the eyeball on the balcony near the now-plugged darkness hand. Watch as the harmonica-voiced VIP Johnson identified earlier forces his way through the very gate for which you just collected an eyeball. No matter, drop down to street level and get after the guy. Take the passageway through the broken gate and exit the stage via the double doors.

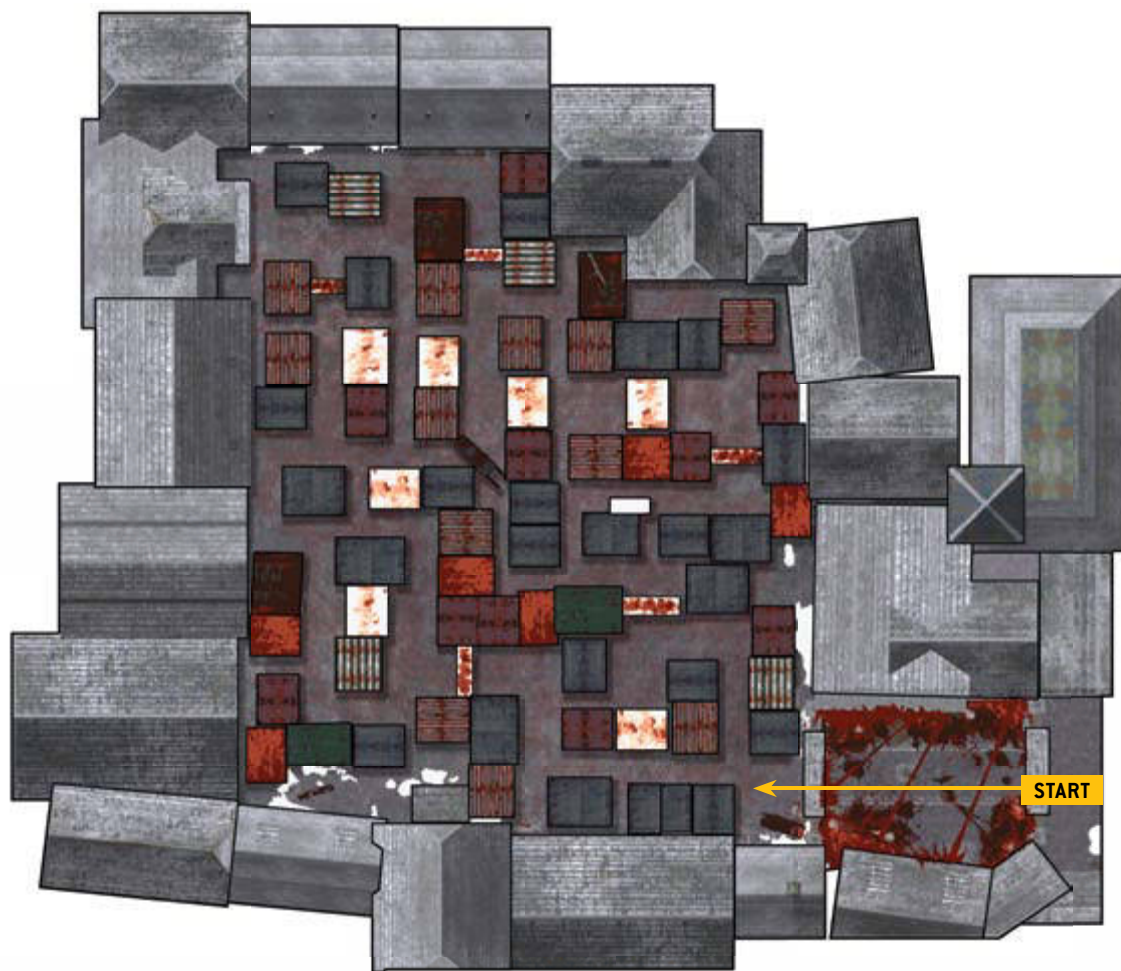
ACHIEVEMENT/TROPHY ALERT

For your first foray into the underworld and completing Act 2-1, you net the "Take Me to Hell" achievement/trophy.





ACT 2-2: CANNIBAL CARNIVAL



It's time to catch up with the harmonica halfwit that moments ago fed the baby demon gate a serving of sharp steel. Before you meet the music man in the carnival ahead, replenish your stock of liquor by visiting the vending machine off the street to the left. When you're satisfied with your supply, enter the maze of stalls.

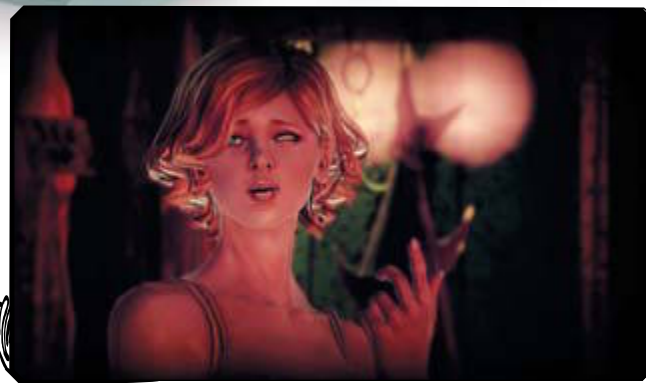


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Instead of the hulking harmonica-playing freak, Paula greets you at the carnival entrance. She runs away, as though the two of you are engaged in a saucy round of tag. A confused search of the boxy carnival stalls yields disturbing results: Paula's severed head.



In addition to killing Johnson's amorous inklings, the bizarre situation raises a red flag. This isn't Paula—it's that bloody harmonica playing VIP from earlier! His name is **George** (page 222) and he's munching on Paula. Oh, it's on.

Freak Show



George can't be hurt in his current form, which means you need to figure out his weak spot and hammer it. To do this, knock him down by detonating a barrel of light, then fire on his exposed core. Start by shooting the barrel of light in the stall to the left as the battle begins. Wait for George to step within the presumed blast radius before shooting.



Once he's down, you have a few seconds to unload on his core—in this case, it's his engorged head, red with human blood. Opt for the Boner over the Monocussioner since the latter has a short clip and long reload time. You want to be able to rapidly fire on the core to maximize the damage you deal. You know you're hitting the right spot because the core shatters with each successful shot.

Tip

Make it easy on yourself by using the 180 degree shortcut to quickly turn around during the battle. Since you have to constantly flee and then flip around to fight, it's an efficient battle tactic.

As soon as he starts to pick himself up, stop firing and walk away. Flee from the freak, taking any direction that you fancy through the maze of stalls. George follows, so it's a matter of leaping over the tables and ducking around corners to avoid his charges. When you spot a barrel of light, turn around and aim your Boner at it. The moment George is in the blast zone, shoot the barrel to put him on his back.



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JOHNSON'S TIP

George is like any other demon: He's full of tricks and loves setting traps. Occasionally, he won't follow you through the carnival; instead, he may take you by surprise by bursting through a stall. If this happens, roll out of the way to avoid getting hit.



Continue to whittle away at George's core until he reels in pain. On the lower difficulty levels it takes just a couple of cycles, whereas a handful or more of barrel blasts are needed on Legion Hunter and Satanic Hell levels. You know you've succeed in hurting him when he flees and tears a goat head from a stall wall, ushering in darkness.



The wimp has gone into hiding, holing up in a stall with his arms clutching the goat head in fear of your Boner. Finding him is a cinch: Use the red beacon in the sky to pinpoint his position. Thankfully, there are soul boosters scattered about the carnival that you can pick up to shield yourself from the darkness.



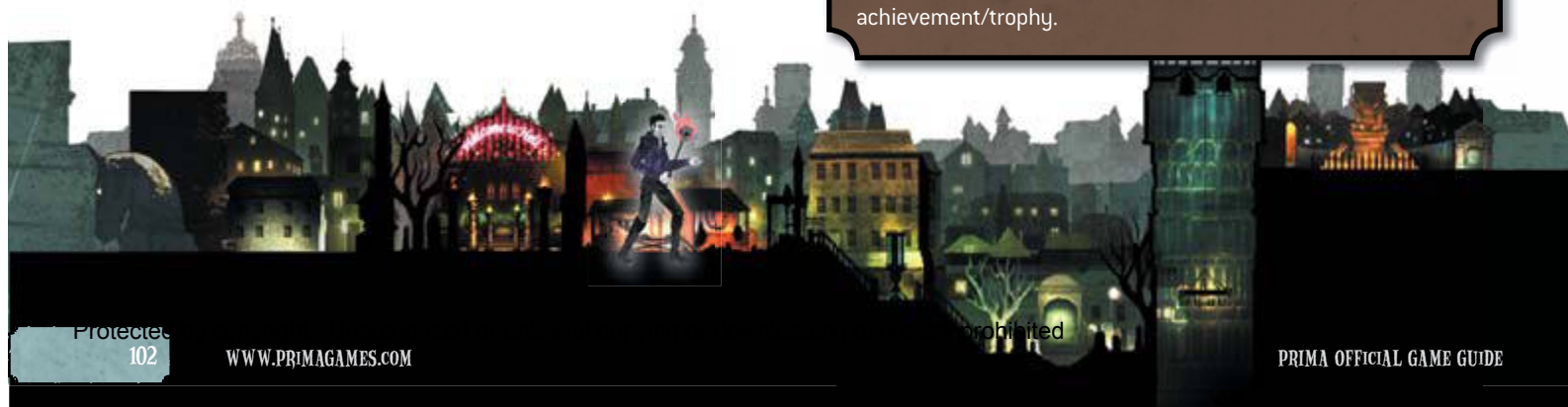
When you see the goat head inside the stall, hit it with a light shot to force George out of hiding and dispel the darkness. Now, repeat your attack strategy from the first half of the battle: Blast him with a barrel of light and fire on his exposed core. Hurt him enough and he'll scurry away with the goat head a second time. Scout his location again, then it's back to running around the carnival one last time. Kick George's butt enough and he finally succumbs, falling to the ground in defeat. He's not dead, though, merely crippled—and his unlikely escape hints at a future encounter.



For now, enjoy the spoils of victory. A bright blue gem (page 217) glitters on the sidewalk, granting you a new gun! The Teether (page 215) rounds out your arsenal with a machine gun-like spread that fires demon teeth at a speedy rate. Ponder all the potential uses of this cool new firearm as you make your way through the double doors to the next stage.

ACHIEVEMENT/TROPHY ALERT

Say "Adios George (Human Form)" by defeating the cannibalistic George and hello to a lovely achievement/trophy. Additionally, wrap up Act 2-2 and you get the "Cannibal Carnival" achievement/trophy.



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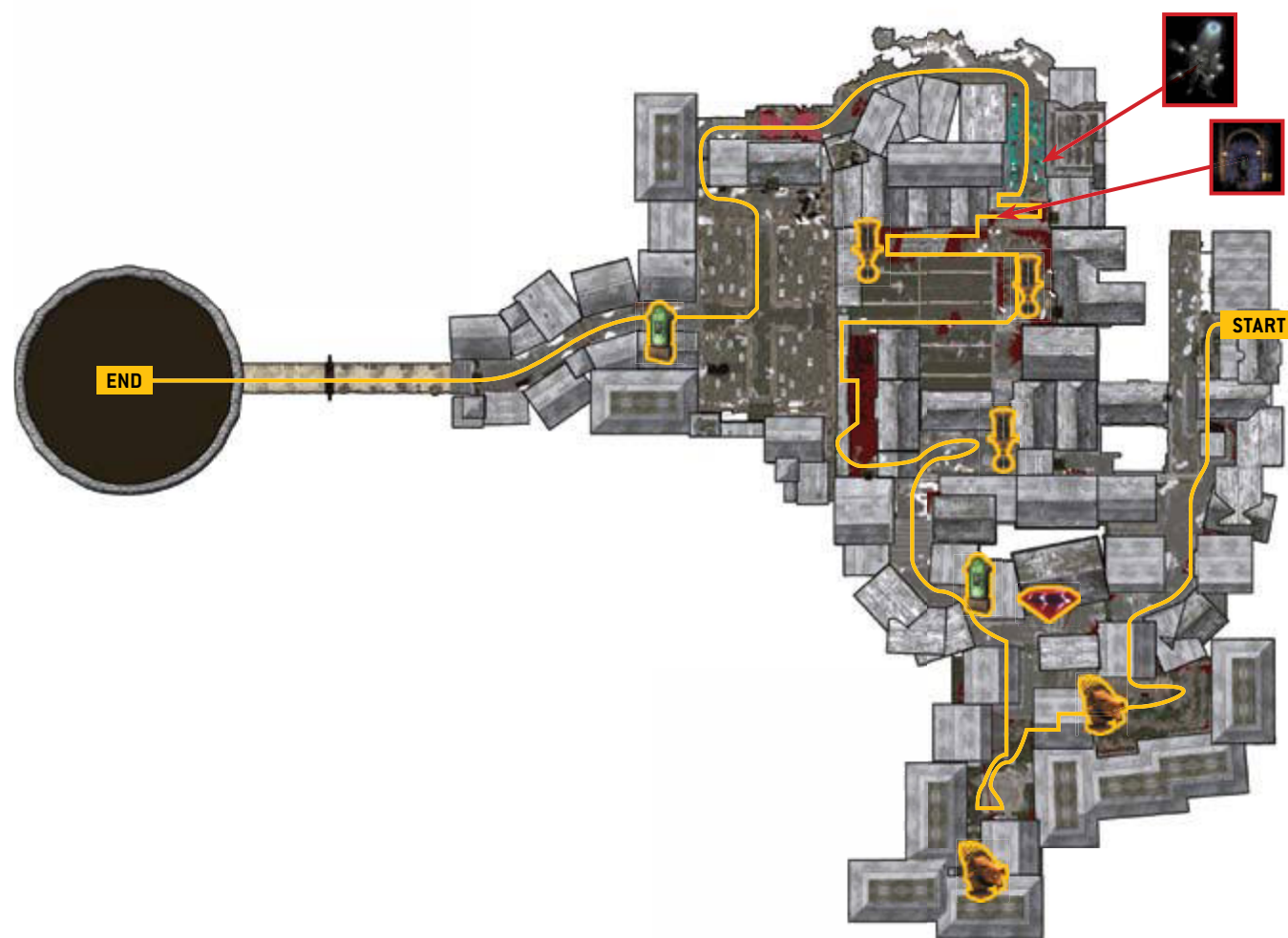
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ACT 2-3: WHAT A WONDERFUL WORLD



Reading and Righting

Walk and talk with Johnson through the tight alleyways lined with torn promotional posters and pulsing flesh as you continue your search for Paula. The story of how Garcia first met the high-maintenance femme fatale fills the air, along with the question of just what does our demon hunter see in this broad?



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Leave the alley via an unlocked gate to reach a dark street. Illuminate the stretch of road ahead by firing a light shot at the hanging lamp above. Like a dinner bell, the

bright light calls forth nearby demons in search of a meal.



It's quite the posse: a few normal demons including a couple of hardier, horned types, two masked demons, and a crowzer demon to boot. While any weapon will see you through this fight, the Monocussioner is great for quickly eliminating a few foes. The two masked demons, for example, can be effortlessly made into mush with a close-range blast. With those two demons gone, you're free to focus on the more powerful horned demons, the crowzer demon, and less-threatening normal dudes.



Staying with the Monocussioner works, although this is an opportunity to test out that new Teether of yours. Switch to your baby blue and unleash the power of enamel on

your enemies. In particular, the Teether works wonders in keeping the crowzer demon occupied so that it doesn't fling bloody birds at you.



When you've cleared the street, take a stroll to the house around the corner on the left. Enter and collect the bottle of sake on the floor. Turn to the wall on your left where you can break

through wooden planks to reach the reading room on the other side of the house. Willie jets off as soon as you enter the room, leaving you to peruse the tome on the stand and stock up on ammunition located in the side room to the left of the book.

BOOK: THE MAN WHO NEVER HAD HIS FILL

Come read the unhappy tale of George Reed, the man who could never sate his ravenous appetite. Towers of pizzas, pork chops and mashed potatoes

piled high, women queued up by the mile—this was a man who just couldn't get enough. Learn the regrettable fate of George, the man who never had his fill.



Hop through the broken window to the balcony that runs the length of the house in the back all whilst giving thanks that you have the wherewithal to not eat your own flesh. Step

down from the balcony and approach that ominous-looking goat's head on the wall. Sure enough, a rumbling in the earth gives way to a new foe: the crawler demon (page 220). These aberrations scurry about on all fours, clawing at you with their front appendages and spewing darkness to cloud the light emanating from goat heads.



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Before dealing with the mother fudger, dissipate the darkness by firing a light shot at the goat's head. Now you can zero in on the crawler, but you have to be quick, otherwise it'll scale the wall and cover the goat's head in darkness. Zap it with a light shot, then bombard it with bullets.

JOHNSON'S TIP

While the Monocussioner obliterates crawlers in a hot moment of guts and glory, you'd better be confident in your aim, G. One missed shot leaves you vulnerable to their disgustingly sharp fingernails as you scramble to reload. Just look at them—I've seen drag queens with shorter acrylic sets.



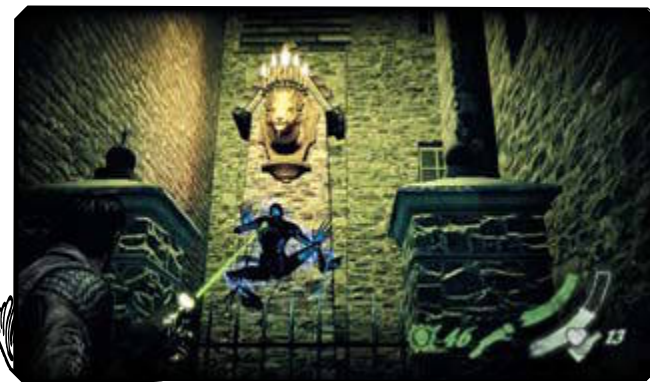
Three more follow in the first buggler's wake. Crawlers are squirrely little things, darting away from your bullets and slashing at you with speed. Whatever your weapon of choice, work fast to prevent them from climbing the wall and ushering back the darkness. Save yourself the hassle by popping their heads or just knocking them off the wall with bullets anytime they try skittering up to the goat's head.

Light 'Em Up with Your Smile

With that foul foursome behind you, collect your things and be on your way. There's a baby demon pining for a strawberry, but you're fresh out of fruit, so ignore its crying and enter the newly unlocked house under the goat's head. Nab a bottle of sake on your way through the house, ducking through the back, busted window to exit.



No sooner than you exit the house (hi Willie!) and step into the courtyard with its crumbling dome, a crawler yaks all over a goat's head, conjuring darkness. Priority numero uno is getting rid of the darkness. Hurry over to the alleyway, kick down the wooden fence, and send a light shot to the goat's head.



There's good news and bad news. The bad news is that an iron fence holds you back from the demon hurling on the goat's head and more are creeping toward your position. On the bright side, the light emanating from the goat is nice—for the time being. Don't let that crawler bring back the darkness! Take a couple of steps back from the iron fence and hit the demon with a light shot. Next, kill it with a quick shot from your Monocussioner.



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Work quickly because if you fail to kill the crawler and it brings back the darkness, you'll be dealing with a group of dark demons tagging your rear. Pull a 180 and kill the three

horned demons and their normal sidekick. Another pair of demons drop from the second-story window of the nearby house after the fight gets going. Sticking with the Monocussioner is a decent idea, although you can just as well equip the Teether and spray bullets to hold the group at bay.

Tip

You can bet that if your rear is exposed, a demon will come at you. Fortunately, you can issue a bash attack even when you're unable to see an enemy behind you. When the melee attack button appears, press it in short order to level a blow. It won't damage dark demons, obviously, but it will buy you some time.

POSTER: TEETH KILL!

Chew on this, padre: every minute two demons die under the bite of an incisor, another from the mortal mashing of a molar. That's three demons knocking on hell's door because drunken demon hunters like you have to flash a toothy grin. Wipe that stupid smile off your face—teeth kill.



With the courtyard clear, the house and attached gate are unlocked. Feel free to peek your head into the two-story house, although there's not much inside: just a demon guarding a crate of ammunition on the second floor. Instead, leap up the outer staircase next to the front door to open the bone gate. Pick up the bottle of sake on the ground before climbing the ladder.



Move through the bloodied hallway to a busted window that looks over another cobblestone alleyway. Jump down and head along the path illuminated by the

green glow of the vending machine. The ring-ding of an old time telephone teases you forward.



After landing in the back alley, walk under the awning to the right to locate a hidden red gem.



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More teasing awaits at the source of the ringing. Paula, still dressed—if you can call it that—in that skimpy white lingerie from Chicktoria's Secret, leans suggestively against a telephone booth. Don't get hung up on the image, though, it's just a mirage. Have a gander at the fireworks flashing against the night sky before leaping over the edge to the streets below.

First Date Fireworks

As Johnson explains, those fireworks aren't just for show. Bringing light to the dispel the darkness is their purpose and you ought to make full use of the fireworks launcher (page 72) ahead.



Jam on the Action button to ignite the fuse and moments later you get sprinkles of light. Time is limited—you only get a few seconds of light, so hurry to the bone gate under the archway at the back of the courtyard.



Catch your breath while basking in the safety of the yellow light that flickers from the lamps in this second courtyard. It's but a momentary reprieve from your search for Paula, a search that continues through the set of meat gates (page 72) that divide the corridor against the wall. Lift the gates by firing light shots at the medallion positioned at eye-level. To make things more entertaining, darkness arrives. Beat the meat in the dark to reach the flooded area in the center.



Two dark demons followed by a crouching demon greet you in the bloody wading pool. Give them the trigger finger salute and be on your merry way. While the two dark demons shouldn't pose much of a threat, the crouching one can be tough to get. The Monocussioner is a good choice for this battle since it's difficult to aim for a head shot with the demon's dome submerged under the crimson water. Depart from the flooded area through the set of meat gates that lead to a well-lighted staircase exiting the courtyard.



Follow the pathway, descending back into the darkness down a flight of stairs. Make your way to a ledge overlooking a plaza that contains a fireworks launcher—that's just the ticket. Hurry over to it, use Johnson in torch form to light the fuse, and revel in the warmth of the embers that float down from the sky.

Tip

Procrastination never pays—preempt the return of darkness by standing next to the fireworks launcher as the light fades. You can start the process of reigniting the fireworks before darkness arrives in full.



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The local demon population wants in on the fun, too. A quartet of demons joined by a skittering crouching demon invade the plaza. These bad actors can be quite the handful given the temporary light, but effective use of the barrel of light next to the baby demon gate and sharp aim will see you through the fight. Remember that when darkness falls, demons gain a protective coat. Remove this shield with a light shot before firing on their sinewy bodies.

JOHNSON'S TIP



Since time in the light is limited, G, focus on one enemy at a time. Light shot, gun shots to take the demon out, then on to the next one—don't fritter away precious seconds hitting each demon with a light shot because the next wave of darkness will render all that hard work for nought.



A horned demon drops by as soon as his friends have departed, though he's a push over with the plaza cleared. Pocket the eyeball the demon leaves behind when killed and feed it to the baby demon gate. Grab the tequila bottle in the nook across from the gate before leaving for good.



You're given a smidgen of breathing room on the other side of the gate before it's back into darkness. Cross over from the light and race to the fireworks launcher at the top of

the stairs. Continue up the stairs to a balcony with a bottle of sake, an ammo crate, and a core powering darkness vines. Maybe you shouldn't have set those fireworks after all? No worries because mere seconds is all it takes for the darkness to return and a quick shot from your Boner snips the vines from the gate.



Pass through the gate, then through a door and up a set of steps to meet your new best friend: **Christopher** (page 119). This hulking half-demon, half-human hombre has supplies for sale, including alcohol and ammo; however, what's really worthwhile are his stock of red gems. They cost a premium, but they're hard to come by and you gotta have your upgrade fix. Fork over the necessary white gems to net yourself some red ones.

ACHIEVEMENT/TROPHY ALERT

If you're attempting to save 300 white gems for the "Stingy Bastard" achievement/trophy, resist the temptation to buy items from Christopher. A little willpower is all you need—the next time you run into this opportunistic salesman, you'll have earned enough gems for the achievement/trophy and will be free to go on a spendy spree.



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Triple Threat



Say your farewells to Christopher, choose which upgrades to unlock with your newly purchased red gems, and be on your merry way. Take the door at the opposite end of the bioluminescent garden to a rocky passage that winds along the city's edge. In the distance is a floating light attached to what appears to be a breathing angler fish. This crazy contraption is a **sushi lamp** (page 73) and hitting it with a light shot sets it in motion and its scaly body aglow.



Kick this fish into gear and follow it through a disgustingly drippy cavern of body parts and miscellaneous gore, up a set of stairs, to end in front of a graveyard. Fishy, indeed.

ACHIEVEMENT/TROPHY ALERT

Killing three demons with a single barrel of light for the "Fire in the Hole" achievement/trophy is easily done during your first encounter with a sushi lamp. As you enter the gory cavern, shoot one of the barrels of light in the distance to tag all three normal demons congregating nearby.



Nod in agreement as Johnson ponders aloud the purpose of a graveyard in the underworld. It's a fair question: Why would demons need graves? You're totally making

mush of their decrepit bodies with that Boner of yours, so what's there to bury, right?

Nab a bottle of tequila amid the rubble of a broken cart and tombstones across from Willie's save dump. There's a box of Boner ammunition nestled among graves to the right that you should grab before checking out the grotesque X formed with blood and skulls in the center of the cemetery. Continue exploring to make a startling find: Garcia's own grave.



At least it'll be a stylish death—for the **Mikami Heads** (page 220) that set up this ruse. You can only fire at the cores from within the cylinder of darkness surrounding the demon, so aim and fire quickly, darting in and out of the darkness to maintain your health. Don't allow your soul shield to drop; instead, flee the darkness when your shield is nearly depleted to prevent a loss of health.

JOHNSON'S TIP

Shattering those red cores is best done with the Monocussioner. You might think the Teether a fine option given its rapid rate of fire, but the Monocussioner has a majorly painful bite that can pop those cherry-red cores in no time.

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Beating this thing alone would be far too easy for Garcia Hotspur, so why not welcome a few more fiends to the fracas? While you're attempting to kill the main attraction spinning in the middle of the cemetery, dark demons swipe at you from all directions. Maintain your focus: Shatter the red cores on the rotating demon and evade the attacks of the other enemies. Fighting with the other demons only extends the duration of the battle because you're not actively whittling away the boss and its minions spawn endlessly until it dies.

ACHIEVEMENT/TROPHY ALERT

Rack up Boner and Teether kills during this fight for the "That's So Hot" and "The Talkative One" achievements/trophies. Ammunition crates for both weapons in the graveyard offer an endless supply of bullets, which can be happily exploited in a bloodthirsty rampage against the demons that spawn continuously throughout the battle.



about, too, so put them down before picking up your goodies.

Once you've shattered all three cores, the demon retreats into the ground and leaves a squidgy brain and some white gems in its wake. A few dark demons are milling



machine after a quick hello to Willie, then head through the giant double doors at the end of the sickly green corridor.

Going Up



Instead of finding floors stacked high and steep staircases to trudge, the inside of the tower is completely hollow. Gaze up the shaft and you can see a chandelier descending from the darkness. Take Johnson's wild suggestion and step aboard the chandelier.



Without a goat to chase away the darkness, the only way to push it up the tower is to wreck darkness spheres held in the mouths of stone crocodiles jutting from the tower's interior wall. You do this by swinging the chandelier via the two sticks: The left one swings the chandelier, whereas the right stick raises and lowers it.



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The first section is easy enough with just two sphere to break. Up goes the darkness when both have been shattered, revealing a set of four spheres. Draw the chandelier higher up the tower and swing it against the wall to break the spheres. A few columns crumble in the process, but it's nothing serious enough to make the whole structure collapse.



There's one last section of darkness to clear after you've broken the previous four spheres. Raise the chandelier to destroy a final set of four spheres situated at different heights on the interior wall. If you're missing a sphere and the darkness won't retreat to reveal the exit, swing the chandelier toward the camera to find the last one. Succeed and the chandelier deposits you at the top, enabling you to continue your search for Paula in the next stage.



Collect a red gem on the exit pathway as a reward for collecting all 56 white gems in the chandelier tower.

You can earn an additional two red gems by killing all the demons scaling the tower walls. Before breaking the orbs in each section of the tower, make sure to kill the demons in that section first by smashing them with the chandelier. There are two demons in the first section, four in the second, and another four demons in the final section before reaching the top of the tower. Note that you cannot go back and kill missed demons once you move up the tower, so be sure you've killed them all before heading up.

ACHIEVEMENT/TROPHY ALERT

Get a feel for the city by completing Act 2-3 and unlock the "What a Wonderful World" achievement/trophy.



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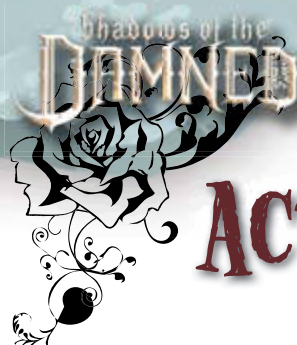
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With the tower behind you, it's time to catch up to George. But, before the big battle gets under way, there's shopping to do. Explore the streets to find an ammo crate in an alcove to the left and a barrel hiding a tequila bottle.



Speak with Christopher in the garden courtyard to stock up on supplies. Make sure you grab red gems for vital upgrades. If you were saving your white gems for the "Stingy Bastard" achievement/trophy, you're now free to spend with reckless abandon. Say goodbye to Christopher and take the narrow walkway to the circular stone plaza in the distance.



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JOHNSON'S TIP

While you won't hear me complain about stocking up on booze and red gems, there's not much of a need to load up on ammo before a boss fight. Trust me, G—there's always a ready supply of ammunition when facing down one of Fleming's fiends, so spend your ice on red gems for vital upgrades instead.

Eat Your Heart Out



The expansive public space is dominated by an ominous statue of a horse surrounded by raging fires that cast an odd glow against the dark sky. It's just the sort of unsettling light for dining on one's own heart. With a thunderous crack and a sickening squelch, George drops from the sky and rips the heart from his scarred body and starts munches away. The harmonica-playing freak evolves into a ghastly beast, mounting the now-animated horse statue for battle.



at him. What you need is a little spot of darkness; fortunately, George's pug-faced horse squeezes out a load of darkness.

Hold your fire as George takes a premature victory lap around the plaza—his weak point isn't visible under normal conditions and you'll waste ammo shooting



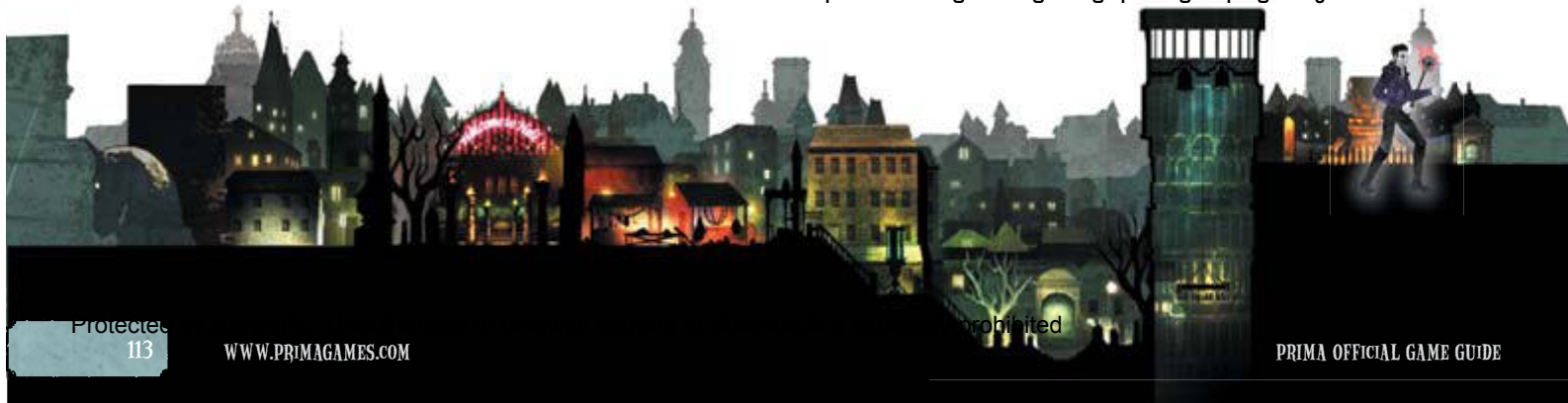
Hold your nose as you rush over to it. Ah ha! Now the blood-red core on George's back is clear as day. Hit the core on his back while he gallops around the plaza. You must shoot from within the cone of darkness, otherwise the attack won't register. Step out of the darkness if your soul shield is running low so as to avoid taking damage. Additionally, if George starts coming straight at you, roll out of the way.

JOHNSON'S TIP

Teeth may be illegal in the underworld, but they're just the ticket for biting into George's bulging red core. Use the Teether to quickly shoot at the core as he gallops around the plaza—it's much easier to use in this instance than your other two guns.



When you succeed, he writhes in pain, falling to the ground. A second core underneath the ugly horse's torso is revealed, which must be penetrated with bullets. Switch to the Monocussionner to blow it out, but only if you're quick and confident in your aim. The slow reload rate can be a handicap, so make sure that you're nailing that core to prevent George from getting up and galloping away.



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Tip

Walk along the outside edge of the plaza when waiting for George's horse to plop out darkness. Not only does it make avoiding his close-range attacks easy—steer clear or you'll get nicked by a ground pound or lance swipe—but you can collect ammunition from crates lining the outer wall.



Pound George's horse hard enough, then it rears up on its hind legs and flies to the pedestal in the center of the plaza. Now's your chance to dish out some serious damage. Fire on the horse's core, while evading the lances that rain down from the sky. The best way to do this is fire until you see the lances plummeting to the ground, then quickly roll out of the way. You know you're getting somewhere when George and his beastly horse crumple onto the pedestal.

Yet, the fight is far from over. To bring George to his knees, you need to repeat the pattern a few times: shoot the core on his back from within darkness, nail the horse's core while it lies on the ground, and then target it a second time as it stands on its hind legs in the center of the plaza.

Supersized



As soon as you've smacked George's horse around enough, it keels over and the main man is bucked to the ground. He's none too happy about this turn of events. True to his reputation as the man who never had his fill, he tears the heart from the horse and ingests it to transform himself into a giant. The heart was merely an appetizer—the voracious George then snatches up the horse and crunches it in his gigantic mouth.

JOHNSON'S TIP



I'd rather be made into glue than suffer death in George's jaws. Fortunately, we won't have to contend with either fate as long as you stay focused and puncture those cores, G. Rather than firing on whichever core is visible, work on one core at a time. It prevents the needless wasting of bullets, not to mention ensures that you know how much life is left in the beast.



George looks imposing, but he's actually a pushover. Defeating him is a matter of shooting nine red cores situated on his massive body: two on his shins, another pair on the backs of his legs near the ankles, two cores on his biceps, and three around his waist on the back.



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Fire on the cores from a good distance and run away when George gets close to avoid his crushing stomp attack. When you succeed in breaking a core, George buckles in pain, giving you the opportunity to shoot out another core. Be careful, though, as foul tube worms burrow through the plaza bricks to eat away at your health as you fire on George's cores. Stay on the move and keep firing on the cores.

JOHNSON'S TIP



Aim for one of the cores on George's backside, since they're the most difficult to get while he's up and about. The best-case scenario involves popping cores, one after the other, which prevents him from getting back up on his feet. Don't sweat it if he gets back up, though. Aim for the cores on his arms and legs to send him to the ground, then aim for the cores on his back while he's down.



too. Work quickly to kill the squiggly red intestines spilling from George's guts—each missed bullet is a sliver of life eaten away by the darkness. Stay on the move too, otherwise those sickly worms rising up from the ground will get you. Break open bottles of alcohol if you lose your soul shield and health runs low.



Succeed in snipping off George's tubes and victory is yours! The grim reaper appears to take what little is left of the creature's life, lopping off its head and unleashing a fountain of blood that glitters in the light of the fires burning in the center of the plaza.



All that remains is a shiny blue gem granting access to a sweet upgrade. Say hello to the **Skullcussioner** (page 216), the beefed-up big brother to the **Monocussioner** that shoots thick demon skulls for mega damage. You need it, too, because the quest to save Paula is just underway and even more powerful devils await in Act 3.

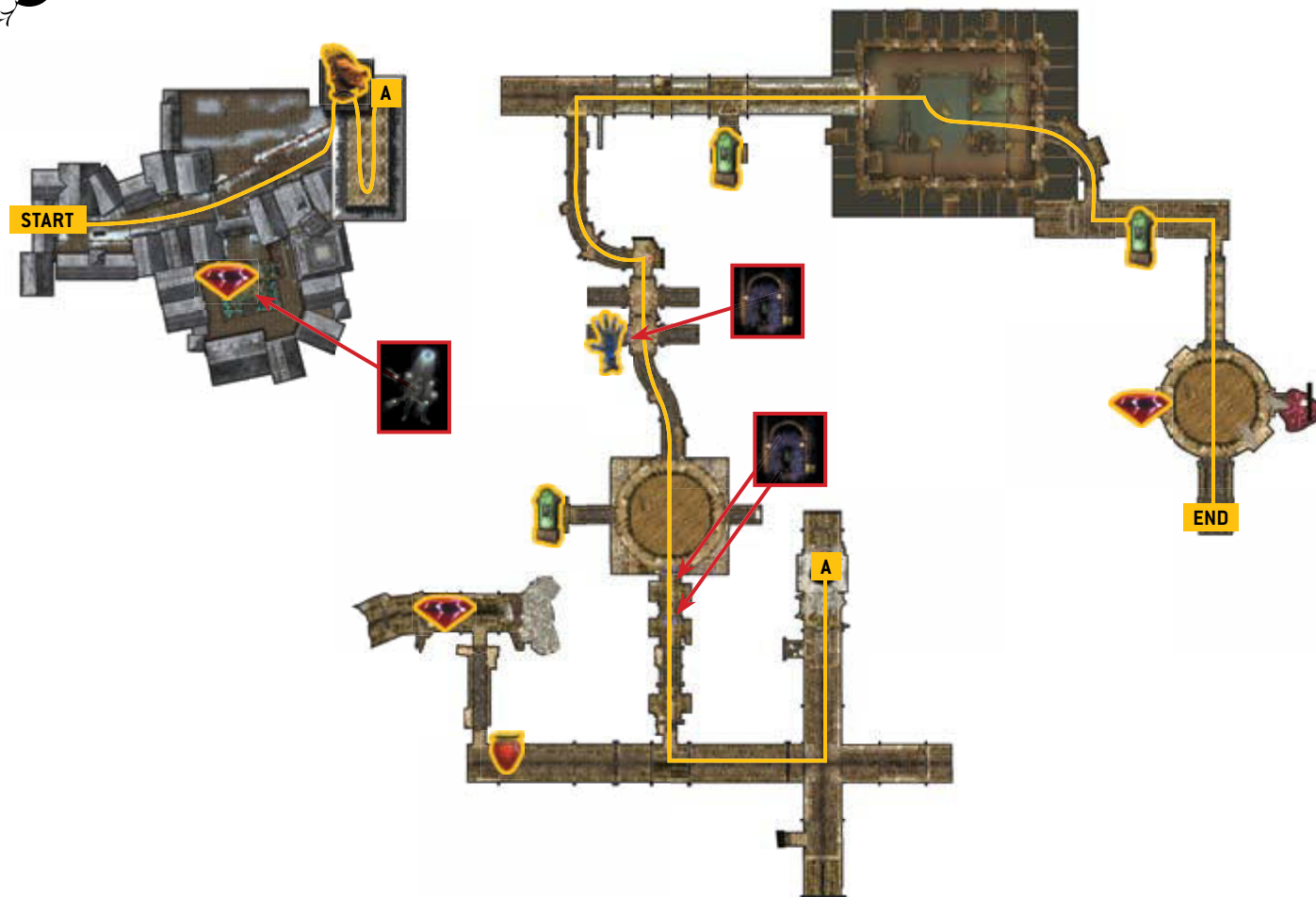
ACHIEVEMENT/TROPHY ALERT

Get two achievements/trophies at the end of the level: "Adios George (Beast Form)" for putting George to rest and "Raiders of the Lost Heart" for completing Act 2-4.





ACT 3-1: IT'S A BUGHUNT



Ring My Bell

With George and his gassy horse behind you, breathe easy as you walk the deserted street. It's a lovely neighborhood, complete with a furniture shop and a pharmacy at the far end of the block. Head through the gate on the other side of the archway to do a little shopping at Christopher's.



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Shadows of the
DAMNED

POSTER: WHO IS YOUR
HOME SLICE?

Who wouldn't want a slice of these sisters? Thin figures, wit as sharp as a scythe, and just look at those faces—will you just look at those stunningly high cheekbones! I heard they're done by the same surgeon that made Joan Rivers look 17 again. God bless the man.



Continue up the road leading to the bell tower in the distance. You're on the right track: Paula's screams ring in the air, and you see her half-



naked body dangling from the heavy bell clapper. Her yelps attract more than Johnson's wandering eyes—a cadre of demons materializes from the gory wall at the end of the street. Take them out using the barrels of light on both sides of road, making the most of their blast radii to eliminate multiple demons in one shot.

ACHIEVEMENT/TROPHY ALERT

Be clever about using the barrels of light lining the road. Break them only when you're able to nick several in a single blast. Not only is this an efficient combat tactic, but it also nets you the "Fire in the Hole" achievement/trophy if you didn't get it in the previous act.



Demons come in three waves, with each more intense than the last. A trio of slow-moving demons kicks things off, followed by a pair of heartier demons that require a few more squeezes from your Boner. The final wave throws several speedy demons your way, but between the barrels of light and blasts from your newly minted Skullcussioner you shouldn't have any problem getting the job done. Head through the now-unlocked door at the base of the tower.



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Shadows of the
DAMNED

POSTER: WANTED

Dead or—no, just dead.



Focus your attention on the dominator demon, evading the attacks of the less-threatening demons as you work on destroying their powerful partner. Stun the sucker with a light shot, then pummel the bloody core on its back. The Teether works great for quickly popping the dominator demon's core. Once it's down, eliminate the two weaker demons with your Boner.



Upon entering the tower, watch as the bodies hit the floor with a sickening thud. You have to move faster if you want to prevent Paula from suffering the same fate. Take the stairs that wind through the tower. A few demons give you grief on the way up, but they're no match for your Skullcussioner.



Now that the roof is clear, get rid of the darkness inside the tower. Draw your sight to the bell at the top to hit the goat's head with a light shot. The darkness disappears, although at a price: the bell—with Paula attached—plummets to the ground. Oops.

Humble yourself as you race down the stairs to check on Paula. There's nothing but a hole in the floor, leaving you with no other choice but to jump into the inky black void.



Break the barricade at the top of the stairs to reach the rooftop. There isn't a demon in sight, but some ammunition and a nice bottle of tequila are begging to be picked up. Learn about the ridiculous name Fleming chose for his castle as you run over to grab them. You'll need them, too, because a dominator demon and pair of normal demons crash your castle-viewing party.

Tip

Light shots are good for more than just goats' heads and dark demons. Use them to stun demons, temporarily freezing them in place, which makes it easier for you to kill them with a head shot.



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Down in the Dumps



From breezy rooftops to stinky sewers, there's no place you won't go for Paula. Hold your nose as you explore the dank tubes. A few steps is all it takes to meet a demon in these disgusting subterranean passageways.



Three crawlers skitter along the metal catwalk, eager to nip at your heels with sharp claws. Either the Skullcussioner or Boner works well on these, although the

former's blunt blast has a greater chance for a one-hit kill. Head shots grant you an immediate kill, but targeting these speedy freaks is challenging.

Before heading through the gate that unlocks when all three crawlers are defeated, load up on ammo and collect a bottle of tequila in the nearby pipes.



Go through the gate and pop your head around the first corner to catch a glimpse of a baby demon gate crying for strawberry. The tyke is in luck—just a little farther down the sewer

hovers a juicy red strawberry above a stream of sewage.

JOHNSON'S TIP

Kids these days will eat anything. Never mind that this fruit has been dunked in a river of number two. Excuse me for demanding my strawberries meet basic quality assurance. I'm not asking for it to be bathed in Alpine spring water, but a modicum of cleanliness would be nice. If I wanted hot fudge, I'd order a sundae.



Crawlers won't let you take the strawberry without a fight. Whip out your Skullcussioner and make mush out of the creatures. Although the Skullcussioner has a slow rate of fire, it's great for tight spaces such as these sewers, where the blast radius can do a lot of damage.



Follow the path behind the strawberry to discover a red gem hidden among the muck. As a bonus, shoot the nearby crates for ammo.



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Return to the baby demon gate and shove the berry down its throat to gain entry to the next set of sewer pipes. Just a few feet ahead lies a meat gate that lifts when shot. As soon as you do this, however, a wave of darkness floods the sewer.



Unfortunately, there's no goat in sight, which means you have to hurry through a series of meat gates to reach the safety of a well-lit rotunda that lies ahead. Use your Boner to pop the cores powering the two darkness vine-covered gates in the passageway, then shoot the medallions on the meat gates to force them up.



You're granted only a momentary reprieve—rising up from the sickly green sewage is a Mikami Head accompanied by a few minions and thick darkness. Since the darkness prevents you from damaging the dark demons, focus on destroying the giant head's cores. Walk circles around the three heads and nail the cores with your Skullcussioner.

JOHNSON'S TIP

So long as the head honcho is kicking, you can't stick it to those dark demons. Roll to avoid their slashes and swipes, and concentrate on servicing those cores.



Succeed in destroying the giant head demon and the darkness vanishes, which frees you to deal with its two minions. Scour the rotunda for items when you've put them to rest, hitting up the vending machine in the alcove if you're running low on booze.



Exit the rotunda into a corridor partitioned by another series of meat gates. No sooner do you step foot into the passageway than darkness rolls in. Shoot your way to a gate covered in darkness vines. Break through the wooden planks directly across from the vines to locate the core.

Tip

If you're ever having trouble finding a darkness vine's core, stand in darkness and follow the red vein that runs from the vines to the core.

Shoot the core to remove the vines, then go through the gate to plug the darkness hand spewing on the other side. Collect ammo from the crates in the hallway before greeting the sushi lamp at the far end.



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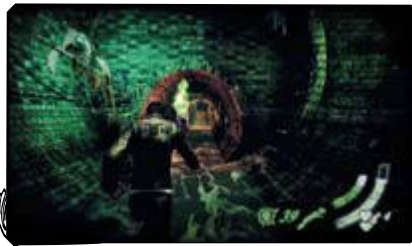
Act 5-5: Til Death Do Us Part

Guns and Gear

Stars of the Show



Kick the sushi lamp into gear with a light shot, following its yellow light as it weaves through the narrow sewer pipes. Watch from afar as Paula screams for help when a demon whisks her away. Demons follow in her wake, targeting you in the light radiating from the sushi lamp. Kill them or just wait for them to flee from the harsh light.



Turn the corner and drop down to the lower sewer passageway, leaving the sushi lamp behind. Wave to Willie and peek your head around the corner to the right to find a vending machine. Take this opportunity to replenish your liquor stock before continuing.

Death Becomes Her



Hop down from the passageway into a large flooded room with towering columns. There's a bottle of sake for the taking in the center of the room, although before you can get to it sluice gates along the perimeter raise and crawlers come a-splashing.



Priority numero uno is preventing the crawlers from clouding the goat's head on the far wall in darkness. If this happens, the battle is much tougher. Not only do you have to use a light shot to illuminate the goat's head, but each crawler will be covered in darkness. Avoid the hassle and focus on blasting any crawler that attempts to scale the wall.



With approximately half a dozen crawlers skittering about the room, it's a tough fight. The Skullcussioner works wonders at close range, particularly if you're having trouble with crawlers climbing up to the goat's head. A single blast is enough to knock a crawler off the wall and usually kill it. Use the barrels of light sitting against the columns to your advantage, too.

Once the crawlers are eliminated, more demons come out to play. Employ the same strategy: blast apart **Cyber demons** (page 220) with the Skullcussioner, obliterate those without armor, and use whatever barrels of light remain to destroy your enemies.



JOHNSON'S TIP

Keep your distance from those armored demons, G. They might move slowly, but they'll bash you to bits if they get the chance. Use their weakness to your advantage. It's fairly easy to aim for their heads given their slow stride. Try to crack their helmets, then finish them off with a head shot.



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Guns and Gear

Stars of the Show



Don't let your guard down once the room has been cleared—one more demon has a death wish. Donning a scythe and stinky odor that puts the sewage to shame, **Maras Grim** (page 222) slinks out to play.

Just how do you kill death? With a Boner. Avoid Maras Grim's scythe attacks by rolling out of the way. She's invincible in her current form, so hold your fire and wait until she reveals her weakness before attacking.



When Maras Grim summons darkness, your opportunity arrives: Hit her with a light shot when she glows red.

JOHNSON'S TIP

Keep your distance, G! This chick doesn't like cuddling and she'll rip you a new one with her scythe if you get inside her personal space.



The light shot stuns her and reveals a bright red core on her chest. Riddle it with bullets; the **Teether** is the weapon of choice here. You know you're hitting her spot when she screams and you see shards of the red core fly from her body.



Keep to this attack strategy to whittle away Grim's health. After a few cycles—more if you're playing on Legion Hunter or Satanic Hell difficulties—Maras Grim succumbs to your shots and dies in a brilliant flash of light.

Unfortunately, so does Paula, whose half-naked body unexpectedly appears and then sinks in the sewage, leaving a pretty blue gem behind. At least she leaves you a nice gift: The **Hot Boner** (page 215). This upgraded version of the Boner fires explosive charges that destroy walls and act as mines when stuck against an object and then shot.



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Guns and Gear
Stars of the Show



Leave the scene through the unlocked gate. Follow the winding sewer passageways past Willie, past a vending machine, and up a large set of stairs. You're almost out of this cesspool, but you need to find a way through a wall that is blocking the exit. Grab the bottle of tequila at the base of the wall while you think of a solution.



Before excavating your way out of the sewer, demolish the wall to the right of the guts wall to pick up a red gem.

Cautions

Keep your distance when detonating Hot Boner sticky shots! You risk hurting yourself by standing within a sticky shot's blast radius.



Follow Johnson's advice and fill the glowing cracks in the wall with sticky shots from your Hot Boner. Hold the fire button to charge a sticky shot, then release while aiming at the targeting circles along the crack. Line up the charges so that when you detonate them, the wall crumbles and reveals a door on the other side. Jam Johnson into the crack to open it and be on your way.

ACHIEVEMENT/TROPHY ALERT

By the time you exit the sewers and complete Act 3-1, you should have the "Don't Fear the Reaper 1" achievement/trophy for defeating Maras Grim and the "It's a Bughunt" achievement/trophy for finishing the level.



The map shows a yellow path starting from a 'START' point on the left and ending at an 'END' point on the right. The path passes through several locations marked with icons: a red eye, a brown animal, a green robot, and a blue robot. Two inset images show a character in a dark environment and a character in a bright environment.



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Guns and Gear

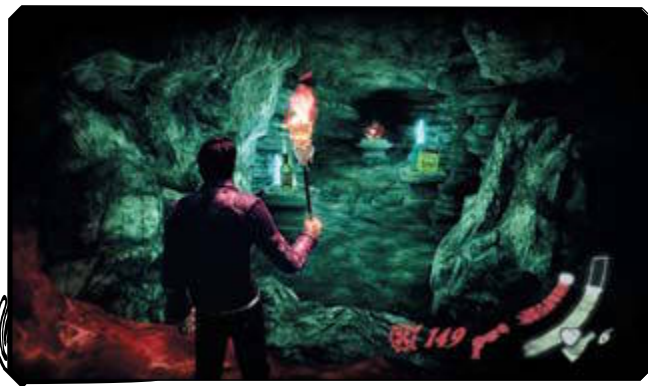
Stars of the Show

Caution

Once you drop down to the path below, you can't go back. If you want to explore the area around the cave, do so before venturing farther.



To the left of the cave lies a rotting log blocking a trail that winds deeper into the forest. Demolish it with a sticky shot from your Hot Boner to clear the way forward.



Follow the trail to a guts wall hiding a red gem, along with a bottle of sake and some ammunition.

Follow the wide trail to a clearing with a spit roast and crates of ammunition.

A **Hammerkop demon** (page 220) materializes, making it abundantly clear with a loud roar that he is not a happy camper.



Equip your Teether and unload on the red core on the Hammerkop demon's head. Occasionally, the beast collapses to the ground in pain, at which point you should fire like crazy at the core while it's motionless.

Evading the Hammerkop demon's attacks is crucial to survival—especially when playing on Legion Hunter or Satanic Hell difficulties. Roll whenever the demon raises its hands to pound the ground; the same goes for its rush attack.

Once you've dished out enough damage, the demon slumps over and bleeds out on the forest floor, leaving behind white gems, ammunition, and tequila. Pick them up and make your way across the bridge.



Shadows of the DAMNED

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Guns and Gear

Stars of the Show

The sound of your boots hitting the wooden planks of the bridge is masked by Paula's cries for help. Apparently, she can't swim—you'd better hurry across the bridge and save her!



a baby demon gate blocks the way. Follow the floating bridge back to shore and search for a brain to shut the brat up.

JOHNSON'S TIP

If you're thinking about diving into those waters, G, you might want to reconsider. You've been watching too many episodes of "Baywatch" if you think lifeguarding is easy. With all of Paula's flapping about, you're likely to drown yourself during a rescue effort. Plus, that pretty purple jacket hasn't been waterproofed.



The good news is that a brain is sitting on a pedestal in the middle of a small clearing. The bad news is that a dark hand pops up from the ground and locks it down before you have a chance to grab it. Fleming doesn't make things easy, does he?



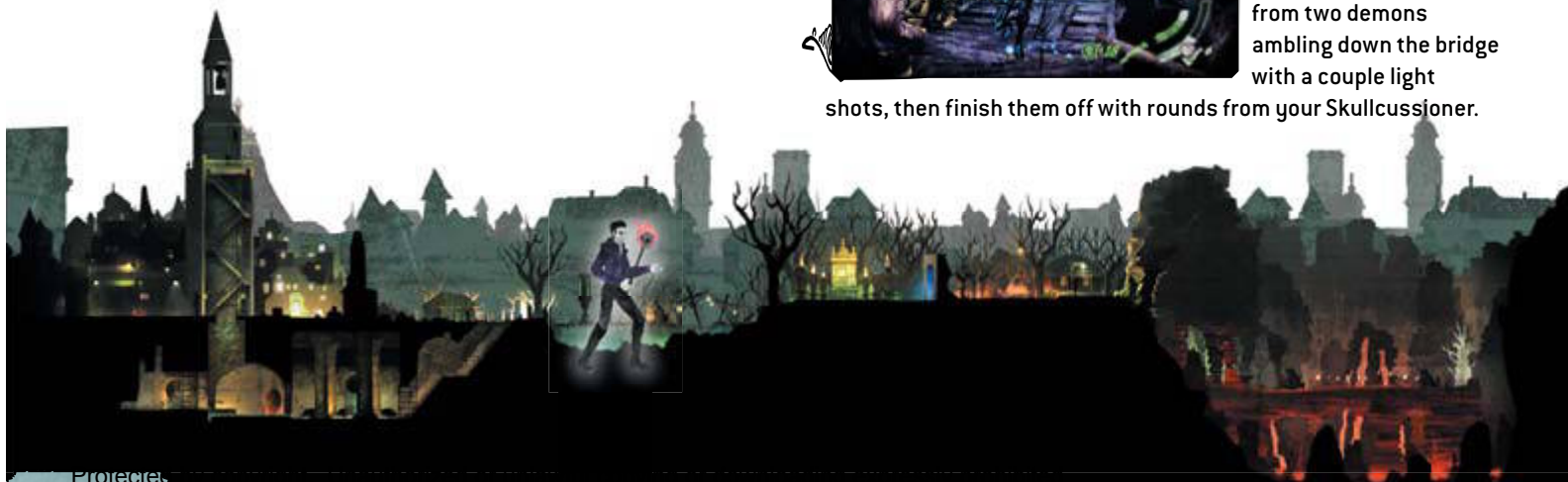
Snatching that brain means defeating the hand's minions, which appear just as darkness covers the area. Ignite the fireworks launcher to the right of the pedestal before battling the demons. Since you have only a few moments before the darkness returns, resort to your Skullcussioner for quick kills. Hit each demon with a light shot, then blow them to bits with a well-aimed shot.



Pocket the brain (and a tequila bottle sitting on a stump near the pedestal), then rush over to the baby demon gate and cram the brain into the tyke's mouth. Despite moving with haste, your effort to save Paula comes to no avail—she vanishes as soon as you step through the gate, leaving you alone in the darkness.



Hurry to the first of two fireworks launchers on the bridge to chase away the darkness. Rip the protective darkness from two demons ambling down the bridge with a couple light shots, then finish them off with rounds from your Skullcussioner.



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Guns and Gear

Stars of the Show

Cautious

Demons can hurt you while you're lighting the fireworks launchers on the bridge. Time the ignition well or suffer the swipe of a demon's claw.



Sprint to the second fireworks launcher, noting the arrival of two more demons. Quickly light the fireworks launcher or draw the demons away from it before sparking the fuse. As soon as the darkness lifts, hit both demons with everything you've got.



Run the rest of the way across the bridge to find a vending machine and goat's head—just the trick for permanently holding the darkness at bay. Visit the vending machine after firing a light shot at the goat—no sense shopping in the dark—then head through the gate.

Clear Cut



Paula's writhing in the water on the other side of the gate, screaming for help. Before you have a chance to jump into the pond and save her, she disappears. Proceed by stepping onto another creaky wooden bridge that runs the length of the water. Unexpectedly, it falls apart, dunking you in the icky lake.



Collect Skullcussioner ammunition from the green crate to the left before pulling yourself ashore. Ponder the purpose of the cages lining the pathway as you move away from the water's edge into the forest.



Find a red gem tucked away in a rocky alcove beyond the second cage on the left. When the path turns to the right, head left at the lamppost to pocket the gem.



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Stars of the Show



to the left of the vines—but there's no way to shoot it without darkness.



There just so happens to be a darkness-spewing crawler imprisoned in the cage next to the gate. Who would have thought you'd be happy to see one of these tweaked-

out demons? Shoot the medallion on the cage to release the crawler and allow it to climb to the goat's head and cover it in darkness. Now shoot the core to kill the darkness vines, then hit the goat's head with a light shot to dispel the darkness. Use another light shot against the crawler, making sure to kill it quickly before it has a chance to coat the goat's head with darkness again.



Open the door to once again catch Paula taking a dangerous dip in the waters of the underworld. Amid her screams, hustle across the shaky bridge. Unfortunately, there's not much you can do and once you reach the other side of the bridge she sinks under the water's surface.

Ahead lies a gate covered in darkness vines, preventing you from going any farther. The core powering the vines is in plain sight—embedded in a crumbling stone wall

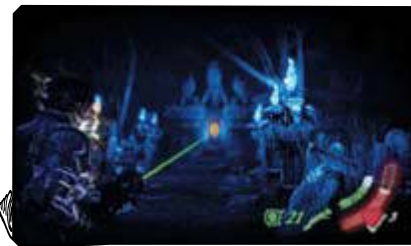


JOHNSON'S TIP

Don't beat yourself up, G. Every man has a girl that got away. Yours just happens to have drowned in a disgusting lake in the underworld and is stuck servicing a demon with six eyes and a really big £ head.



Shake any feelings of regret as you pass two stone posts. There are more pressing matters at hand: With the slide of a slab of stone, you're trapped in this forest clearing with a Hammerkop demon. If that wasn't bad enough, darkness sets in. Yet, the Hammerkop demon unexpectedly succumbs to the soul-sucking darkness. Finally, a break—or not. Dark demons plop out from the giant's rear, clawing at each other for the chance to slash your throat.



This is trouble—there's no way of damaging these suckers without lifting the darkness. Avoid their swipes and search for the goat's head at the far end of the clearing. Zap it with a light shot to repel the darkness and get to work busting up those dark demons.



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The three demons are easily defeated, unlike the next bad guy that moseys onto the stage: the **cyber demon**. In addition to having a bad attitude, this heavily armored demon can be

killed only after its metal plates have been destroyed. Cover the cyber demons with sticky shots from your Hot Boner, then use the explosions to break through its armor plating. Ideally, you want to chip away its helmet and get a quick kill with a head shot.



Take the cyber demon offline to make the stone slab slide out of place and grant you an exit. Before departing, run down to the area with the goat's head to collect a bottle of sake sitting atop an unused tombstone.

Skinny Dipping



Step onto the wooden bridge floating on the expansive lake immediately outside the gate. Either Johnson has packed on a few pounds or there's something foul afoot—

the planks give way and you're dropped into the water along with Paula, who suddenly appears splashing and screaming.



Despite her struggle to stay afloat, she's apparently learned to teleport through the water. Paddle over to her and she mysteriously moves to another part of the lake.



Do your best to track her down, being careful to avoid the demons wading in the area. Fight them only when they get in the way of your search for Paula. Trying to clear them

from the lake is useless because they spawn without end; no matter how many you kill, more keep coming. Roll away from their attacks and focus on finding Paula before she drowns. Again.

ACHIEVEMENT/TROPHY ALERT

Your best shot at getting the "Nasty Headache" achievement/trophy is here in the lake. Demons spawn endlessly, allowing you to work toward five consecutive head shots for as long as you like. It's a tough one, though. You're barred from using light shots to stun demons and the bullets must be consecutive. In other words, it's not enough to kill five demons in a row with head shots; you need to fire your gun five times in a row and have each of those result in a head shot. Good luck!



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Guns and Gear

Stars of the Show

JOHNSON'S TIP

If you're running low on white gems, it's not a half-bad idea to splash around with these endlessly spawning demons, G. Rack up kills and haul in the cash until your heart's content. You can even spend your newly acquired ice at the vending machine tucked away in the corner near the baby demon gate.



Disappointingly, your search effort is rewarded with a mere strawberry as Paula's silhouette sinks beneath the water's surface. Take the strawberry over to the baby demon gate near the collapsed bridge and leave the lake behind.



At the far end of the lake (to the right if you're looking at the baby demon gate), there's a red gem blocked by a fallen tree trunk. A Hot Boner sticky shot can bust that log up and grant access to the gem. While you're back here, don't miss the bottle of tequila that's bobbing in the water near the outer wall.



Willie greets you in a small courtyard on the other side of the gate. Whether it's because he's had enough of baby demon gates screaming for human organs or he just can't

fight the rocket power of his projectile poop, he leaves you alone to figure out from where to get a brain for yet another baby demon. Fortunately, there's an unlocked gate to the left that leads to a new patch of forest to explore.



It doesn't take much searching to find what you're after. As soon as you pass through the gate, a dark hand closes around a gelatinous pink brain. Unclenching that fist means defeating two Hammerkop demons patrolling the area.



You have two combat options: guns-blazing or sneaky sly. The guns-blazing option is a direct fight with the Hammerkop demons. Keep shooting their cores until they

collapse; keep running in circles while firing and rolling to evade their bum-rush attacks. It's a blunt and inefficient approach, but it gets the job done.



The sneaky sly option, however, avoids a direct fight with the giants. Instead, release the crawler caged at the far side of the clearing and allow it to conjure darkness by

vomiting on the goat's head mounted on a nearby tree. Voila! The giants go down, gurgling blood as they perish in the darkness.



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There's a drawback to the sneaky sly option, though. Like the Hammerkop demon from earlier whose rear end was made a delivery chute for ill-tempered dark demons, so too do these giants dump a posse of darkness-covered fiends. Two demons pop out from each giant, making for a grand total of four dark demons plus the crawler milling about the clearing.

JOHNSON'S TIP



Stay focused, G. Taking these guys out is tough if you aren't on the ball. Dark demons might not seem like much of a threat on their own, but they're speedy and more powerful in numbers. Never underestimate a demon no matter how weak it may seem. That's how they get you—just when you least expect it.



Quickly hit the goat's head with a light shot to dispel the darkness, then start nailing the dark demons with light shots. Keep an eye out for the crawler—you can't afford to let him crawl back to the goat's head and bring back the darkness. Once you've stripped off their darkness shields, use your Skullcussioner to finish them.



The fingers on the dark hand unfurl to relinquish the brain once the demons are slain. Collect it, then trek back to the baby demon gate. Feed it the brain to continue your search for Paula.



And here she is. Sopping wet and with skin drained of color, she walks out of a small pond off to the right, casts a glance in your general direction, and skips off as though

hurrying to make the judging for a wet T-shirt contest. Follow her into the cave.



Venture down a small path to the right of the cave to find a guts wall. Use your Hot Boner to create a line of sticky shots along the wall's glowing crack. Blast it open and collect the red gem inside. While you're at it, nab the bottle of absinthe (page 216) and big white gem resting on pedestals, too.

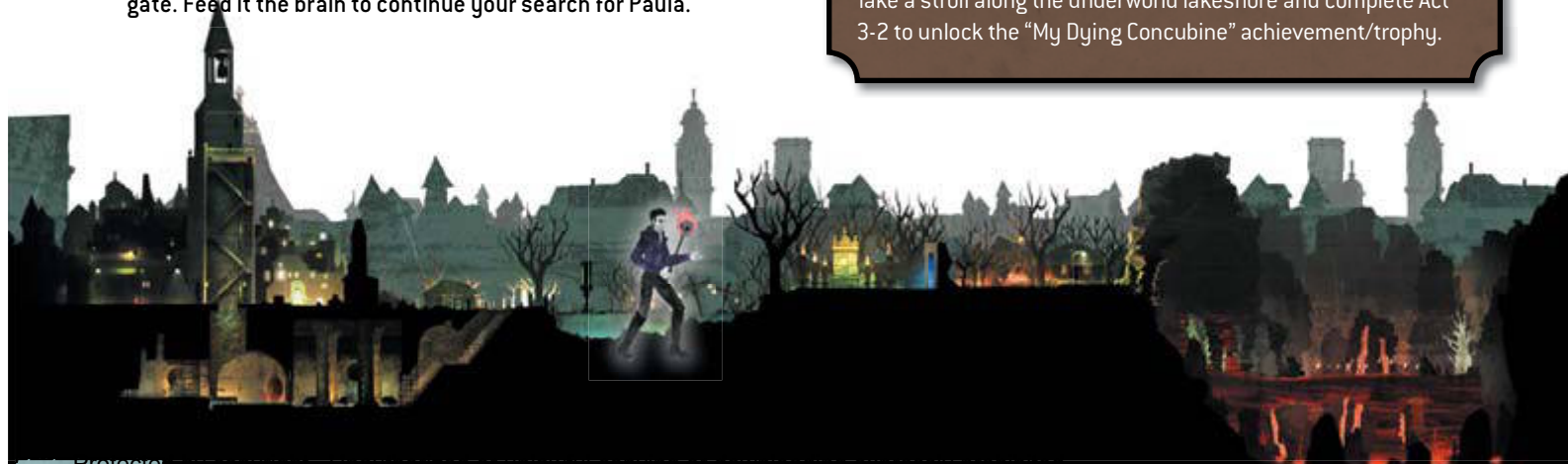


Bioluminescent plants drown the cave in blue light, signaling Christopher's presence nearby. Unfortunately, he's the only person in the cave; Paula has disappeared once

again, leaving you to do the shopping. Buy as many red gems as you can afford, then exit the level via the twin doors.

ACHIEVEMENT/TROPHY ALERT

Take a stroll along the underworld lakeshore and complete Act 3-2 to unlock the "My Dying Concubine" achievement/trophy.





ACT 3-3: AS EVIL AS DEAD



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Guns and Gear
Stars of the Show



Frolicking in the Forest

Trading the quiet safety of Christopher's cave for the brooding darkness of the forest, step forward cautiously on a path shaded by a canopy of bare tree branches. Fires burning atop columns decorated with pagan symbols and bizarre creatures project a sinister vibe, as though something's about to pounce you from the shadows.



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Stars of the Show



Dripping wet and barely dressed, Paula steps out from the forest. If she weren't utterly deranged, letting Paula pounce on you would be a fun idea; however, this crazed woman

wants to kiss you to death. There's no reasoning with her—your only option is to run fast or die. Allow her to catch up with you and it's game over.



Wave to Willie as you begin sprinting down the forest path. Ready your Hot Boner for what lies ahead: barrels, demons wandering the path, and hanging lamps in need of a light shot.

After rounding a bend in the path, spy an unlit hanging lamp in the distance (it looks like a swarm of fireflies). Fire a light shot at it to illuminate the forest floor. Snatch the sake bottle under the lamp as you continue racing through the woods.



Shoot the barrel underneath the hanging lamp to find a red gem.



Farther down the path, the orange glow of a fallen log calls for an explosive sticky shot. Lob one from your Hot Boner, then shoot it to demolish the log. Without lowering your gun, aim a light shot at the hanging lamp in the background to brighten the way forward.

Tip

Although you can sprint only for short distances before losing steam, keep pressing the run button at regular intervals to keep those feet moving!



The path curves to the right after the lamp, plunging back into the shadows. Fortunately, there's another hanging lamp directly above a glowing bottle of sake on the ground.



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Keep sprinting down the path as it weaves in and out among the trees. Take aim at yet another hanging lamp before running into a clearing with a goat's head.



Paula follows you into the clearing, but instead of running toward you, she wraps herself in the tattered shroud of **Kauline Grim** (page 222), one of the two surviving Grim

sisters. She's none too happy that you slayed her sibling, and with a flick of her scythe she plans on taking revenge. While there are a few differences, the battle against Kauline plays out much like how you defeated her sister: Evade her scythe strikes, hit her with a light shot when she summons darkness, and finally hit her red core for massive damage.

In normal form, Kauline is invincible and hurls her scythe at you like a frisbee. There's no sense in trying to shoot her in this stage of the battle—save your bullets and concentrate on rolling away from her scythe.



After a few throws, she thrusts herself into the ground to summon darkness. Resist the temptation to hit the goat's head mounted on the altar wall; instead, you need the darkness to pinpoint Kauline's weakness.



Kauline creates clones of herself that encircle you in the darkness. Search for the one that glows red—that's the copy you want to shoot. More and more clones appear as the battle intensifies, so do your best to spot the red clone as quickly as possible.

JOHNSON'S TIP

Look for the clone blushing red. If you're having a hard time spotting her, talk about "Grey's Anatomy" and order her a glass of Merlot. That's what I always do when targeting a cougar with hot flashes.



Fail to hit the right clone and you get nicked by her scythe. This is a particularly deadly attack when playing on Legion Hunter or Satanic Hell, so be careful. Succeed and Kauline buckles, revealing her red core. Hammer it with your Teether. Alternatively, use your Skullcussioner if you've upgraded its rate of fire.



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Stick to this battle plan, repeating the cycle until you shatter Kauline's core. The sinister sister is ripped from the inside-out by beams of light, leaving behind a pretty blue gem.

Before you even have a chance to pick it up, a hand appears out of nowhere, seizes the blue gem, and retreats behind a wall of darkness. You're not going to let that jerk steal your blue gem, are you? Head into the darkness to take back your prize.



Inside is an expansive chamber guarded by dark demons. Directly across from you is the blue gem, sitting on a pedestal, teasing you with its upgrade goodness. Stiffen

yourself for the long, soul-draining trek through the darkness. Make sure to take the soul boosters along the walkway to replenish your soul shield and avoid taking direct damage to your health.



Veer off the beaten path up a set of stairs to the right to find a red gem.



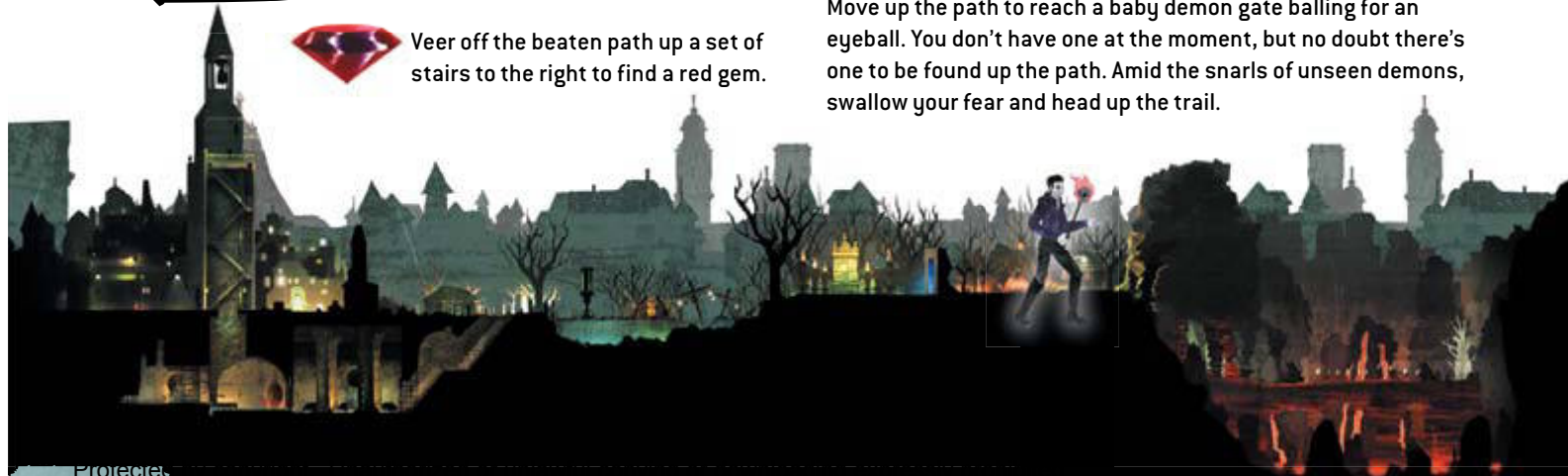
Ignore the demons that swipe at you along the route, rolling to evade their attacks. Concentrate on hurrying over to the gem. Pick it up. You're immediately teleported back to safety and bestowed with the awesome new weapon, the **Teethgrinder** (page 215). This upgraded version of the Teether fires more teeth and offers more biting damage per shot.

Cabin Fever

Finish salivating over your new toy and chart a new path through the spooky forest. Willie greets you next to a few barrels, which are worth breaking open for the



Move up the path to reach a baby demon gate balling for an eyeball. You don't have one at the moment, but no doubt there's one to be found up the path. Amid the snarls of unseen demons, swallow your fear and head up the trail.



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Confirming your suspicions, demons materialize out of the forest. This confrontation starts off easy enough with a couple of weak demons that are easily defeated with shots from your Hot Boner or a torch bash. Remember to charge up a torch bash by holding the Attack button and waiting for the flash of light before letting go to really knock those demons to next Wednesday.



JOHNSON'S TIP

All this killing is making me thirsty. Care to grab that bottle of tequila sitting on the fence for me? Pretty please, with a popped cherry on top?



As more and more demons crowd around you, take advantage of finishing moves to destroy weakened enemies. Fire shots as they approach, then run up and execute them with a tap of Action button. Not only is it effective when dealing with a group of demon in close quarters, but it's a satisfying demonstration of brute power.



After defeating about a dozen of their friends, two cyber demons arrive hoping to take you out. Finishing moves and torch bashes won't work on these fellas—it's time to whip out your Hot Boner and stick it to them. Fire sticky shots to break their armor, then finish them off with head shots. If you can't quite get their heads, just keep lodging bullets in their bodies until they collapse.



Collect the eyeball that appears at the end of the path after both cyber demons are defeated and take it to the baby demon gate. The baby demon giggles with glee, opens, and promptly shuts behind you, leaving you alone in the dark with a sushi lamp.

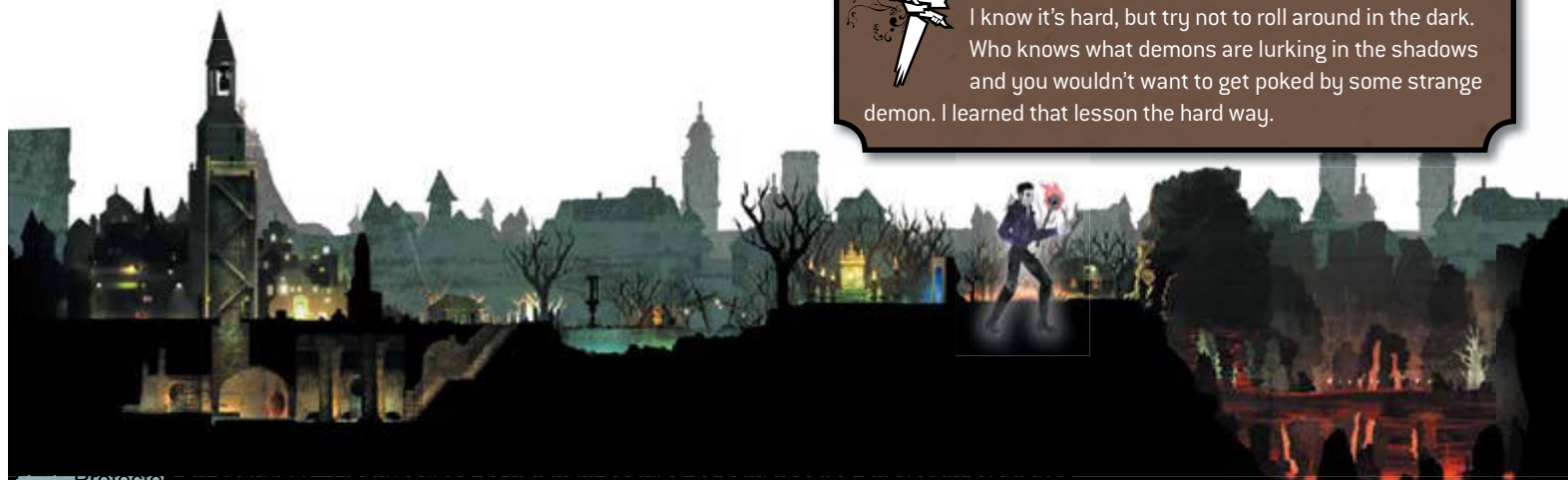


Get the sushi lamp moving with a light shot and follow it as it slinks through the dark. Masked demons scamper around the edges of the pool of light created by the sushi lamp, but the masks covering their eyes prevent you from pinpointing their position.



JOHNSON'S TIP

I know it's hard, but try not to roll around in the dark. Who knows what demons are lurking in the shadows and you wouldn't want to get poked by some strange demon. I learned that lesson the hard way.



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touchy-feely demons that try to get close and personal.

Keep your Skullcussioner at the ready. Although your Hot Boner shoots fast and your Teethgrinder bites hard, the Skullcussioner is ideal for bucking back



Bust the barrel in this little alcove with the stone house while following the sushi lamp to collect a red gem.

Tip

It's possible to collect this red gem before activating the sushi lap. Instead of hitting the sushi lamp with a light shot, walk past it and search by the light of Johnson in torch form for the alcove with the barrel. There aren't any demons patrolling the area—they only appear after the sushi lamp has been lit.



scene. Demons scurry in front of the house trying to get at you. Take advantage of the sushi lamp's light to aim at demons that approach. Just when you think the coast is clear, crazy Paula shows up. Quick, get inside the house!



head through a hatch on the floor, perhaps a sign of things to come.

Stomp on the hatch to squash the demon and prepare for a fight. Demons come barreling in through the windows, claws primed to strike. Hold them back with spurts of rapid fire from your Teethgrinder.



tactics are great for an enclosed space like this house.

The sushi lamp doubles back to the baby demon gate then finally arrives at the foot of a wooden house. Willie saves your progress, but he's quick to flee the

You're safe—for now. The house is empty save for a broken staircase and some barrels (make sure to break them and collect the goodies inside). A creepy demon pops its

Torch bash any demon that gets too close for comfort. Additionally, take advantage of finishing moves to quickly eliminate weakened enemies. These close-quarters



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Clear the house and Paula comes hurtling through the window, tackling you to the floor, which then snaps under the weight and sends you tumbling into the basement.



long gone. Reload your guns and head out the back door.

BOOK: THE LEGEND OF STINKY CROW

Come read the tale of Elliot, the bored schoolboy whose imagination soared in spite of taunts from his classmates and neglect by his self-absorbed parents.

His body odor was big, but his dreams of flying were bigger. Learn of the unlikely fate of the rebellious boy who became the legendary Stinky Crow.



Four-Letter Words



Exit the basement to the back of the house. Christopher smiles at you from the top of the basement stairs, graciously extending a shopping opportunity. Accept and purchase as many red gems as you can afford. Refresh your supply of alcohol, too.



Say your good-byes to Christopher and head out in search of Paula along the dark forest path. It doesn't take long to find her. Still sopping wet from her dip in the lake, she steps out of the basement and screams at you. Time to get moving.

JOHNSON'S TIP

Forget about attacking Paula. Aside from the fact she's your girlfriend—crazed girlfriend, at that—it only wastes time and ammunition. Instead of gawking at her, concentrate on navigating the path leading through the forest. I know you have experience navigating hairy trails. However, if you don't mind firing on your whacked-out lady, G, you can temporarily stun Paula with your light shot. While it shouldn't change your overall strategy of focusing on the exit, slowing her down with your light shot should help keep your distance if she gets too close.



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Prime your Hot Boner to shoot at a moment's notice as you race through the forest. There's a hanging lamp near the start of the chase, followed by a log strewn across the path. Fire a sticky shot to blow it out of the way.



Ahead, a strawberry hovers over a small fountain near a demon that eyes you hungrily. Ignore the demon and run right for the strawberry, pocketing it as you make a beeline for a baby demon gate farther along the path to the right.



Jam the strawberry into the baby demon's mouth to open the gate. Hurry through, maintaining speed to keep your distance from Paula.



On the other side lies a large open area with a log cabin kept shut by a baby demon gate. Unlocking the cabin means feeding the crybaby an eyeball, which you can get only by killing all the demons in the area. It's a job tougher than it sounds. With Paula chasing your tail, you have to move fast and shoot even faster to prevent her from catching up to you.



The trick is to make a loop around the clearing, maintaining a healthy distance from Paula as you shoot the demons. Don't allow Paula to get close; instead, play it safe and run away, pulling out one of your guns for a couple of hasty shots, and then running to recover more space. As soon as you defeat the last demon, it drops an eyeball. Race it over to the baby demon and serve it up to enter the cabin.



Inside, a hulk of a man pointing a laser-guided machine gun at your forehead makes for a surprising find. After a tense moment of sizing each other up, the guns are lowered and it's agreed that you'll stay out of each other's way. He's not exactly the friendly type, but then again he's not shooting at you, so it's worth overlooking his gruff manner (and his awkward sexual innuendo, while you're at it).

After the man leaves, do a quick search of the cabin for goodies—there's a barrel in one corner, but that's it—then head back outside.



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POSTER: NEWSPAPER CLIPPING

Extra, extra! Read all about it: Local woman dies in grisly murder! Husband nowhere to be found. Is this military muscle man the perpetrator of the bloody crime or is he just an innocent widower grieving the loss of his beautiful wife?



Things seem quiet in front of the cabin, but step down from the porch and the hissing of a demon signals otherwise. Meet the **ninja demon** (page 221), a vicious little thing with machete blades for limbs and the ability to teleport using a cloud of darkness.



Waste no time shooting the suckers, resorting to your Skullcussioner to hit them hard when they materialize out of the darkness. Make use of your evasive roll to avoid their speedy slashes that cut away big chunks of health.

JOHNSON'S TIP

Have you noticed there aren't any pirate demons in the underworld? With all the booty accumulated in their mortal lives, pirates are able to bribe their way out of damnation. Clearly better than ninjas, if you ask me. What are they going to bribe Fleming with? A pocket full of shuriken?



Obliterate these obnoxious creatures and then Paula appears, pulling herself up from the ground by grabbing onto your legs. She has good reason to be on her knees: From her abdomen flows blood, staining her white dress and causing her to fall back in pain. It's a sight made all the more horrifying when Paula is ripped from within by a demon wielding a butcher knife.

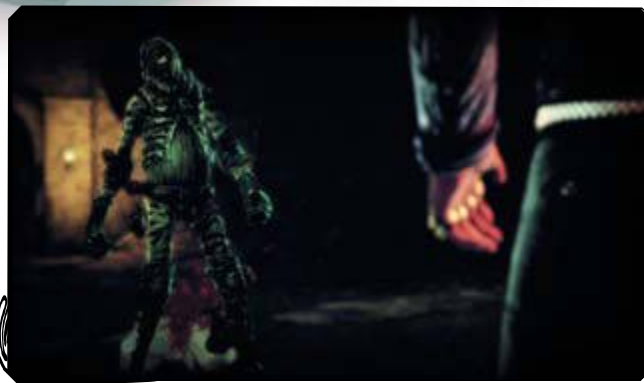


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This isn't any ordinary freak. The foul-mouthed demon spits expletives like a drunk Irishman, its limited vocabulary sharp like the blade it wields. It's Elliot (page 222), the schoolboy with attitude who grew into the legend of Stinky Crow.



Before you have a chance to wash his mouth out with a bar of soap, in struts the macho man from the cabin. He's got a bone to pick with this monster and so the two run off to play, leaving behind a blue gem. Insert it into one of Johnson's sockets and revel in the brain-busting **Skullfest 9000** (page 216). This upgraded version of the Skullcussioner is capable of firing four shots at once—skull-tastic!



Walk through the open set of double doors at the edge of the clearing toward a cave in the distance. Demons shamle out of the cave—perfect fodder for your new toy. Pound

them with your Skullfest 9000, holding down the Fire button to add skulls to your shots. The longer you charge a shot, the more skulls fired and damage dealt.

ACHIEVEMENT/TROPHY ALERT

Your best shot at killing five demons with a single Hot Boner sticky shot for the "Fiesta Caliente!" achievement/trophy is here in front of the cave. As the demons slowly trudge out of the cave, fire a sticky shot on the ground. Shoot it when you're confident the blast will ding five of the creatures.



Head into the cave when you've finished off the demons to meet up with Christopher. Buy supplies and red gems for upgrades, then exit the level through the big door.

ACHIEVEMENT/TROPHY ALERT

Get through Act 3-3 and you earn the "As Evil As Dead" achievement/trophy, as well as the "Don't Fear the Reaper 2" achievement/trophy for defeating Kauline Grim.





ACT 3-4: THE BIRD'S NEST

One Flew Over the Cuckoo's Nest



As if heated by the fires of Hell, the air shimmers and rocks glow red in this torrid cave. Exit the cavern, noting the charred remains of tortured humans impaled on wooden spikes and stretched on large wheels. It's a sickening sight, though unsurprising, considering all the psychotic creatures you've come across in your journey up to this point.



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Collect a tequila bottle among the rocks before stepping onto the long bridge that spans the canyon filled with hot, bubbling magma. Fleming's castle looms large on the horizon, making it seem as though you're exploring the furnace that warms his torrid orgies and cannibalistic balls.



JOHNSON'S TIP

Is it hot in here, G, or is it just me?



Yet, it's not Fleming who dines tonight. It's Stinky Crow who feeds on flesh, gnawing on the remains of the tough guy from the cabin, letting bits of the man's once-proud body fall to the ground while he feeds. It's a nasty image made worse still by the demon's repulsive physique. A belly protrudes on his otherwise skinny body. Elliot's sickly pale skin is wrapped in clothes that don't fit, accessories made of human body parts hanging from the seams.

With a shouting curse he kicks the tough guy's severed head off the bridge into the boiling lava below and transforms into a giant bird, the legendary Stinky Crow. Enough chitchat—time to shoot.



Elliot's weakness is immediately obvious: the bright red core on his belly. Shatter it with your Teethgrinder. If you see shards of red fly out from the body, then you're hitting it;

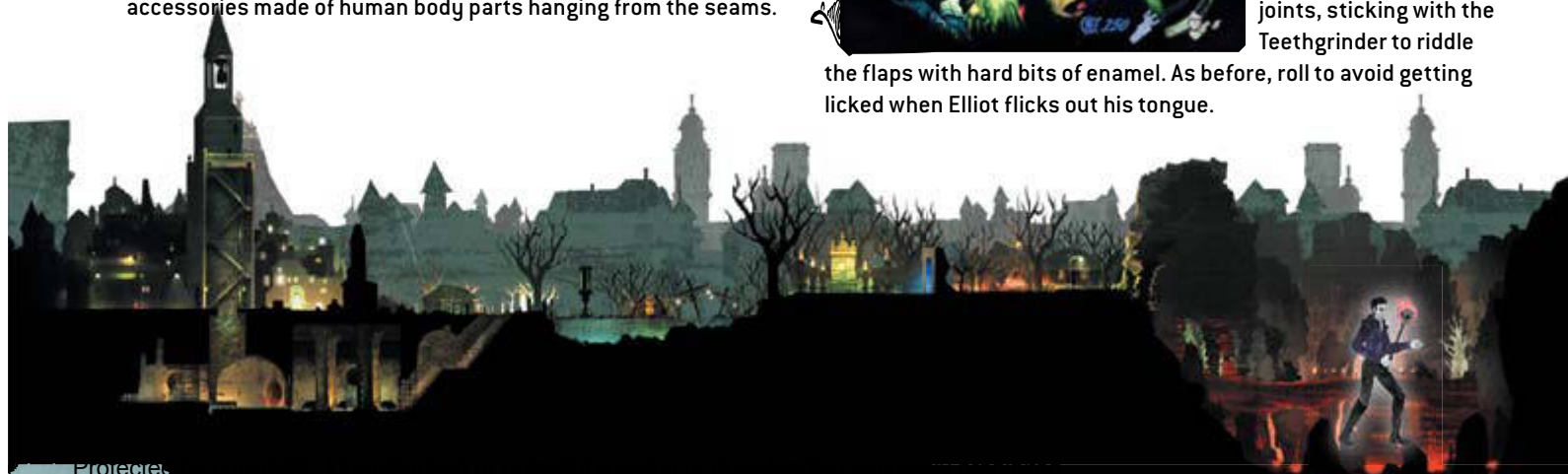
otherwise, you're missing the mark and need to adjust your aim so that you don't waste bullets that deflect from his armored body.



Closely watch his movements because Elliot regularly unfurls his spiky tongue at you. Roll to evade it or suffer the indignity of getting licked.



Once you've cracked his core, Elliot flaps his wings to reveal another pair of weaknesses: the joints on his wings. Fire on the glowing joints, sticking with the Teethgrinder to riddle the flaps with hard bits of enamel. As before, roll to avoid getting licked when Elliot flicks out his tongue.



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JOHNSON'S TIP



Don't worry if your ammo runs dry, G. There are plenty of crates scattered about the bridge that you can raid for supplies. Just put a hold on your offensive and scurry down the length of the bridge to fill up on skulls, teeth, and bones. You have to supply your own sticky shots.



The bird man occasionally likes to blot out the spotlights lining the bridge using crows. While it's possible to attack in the dark (his red weak points do contrast against the dark background), shooting the crows restores the spotlights that track Elliot as he glides about the canyon.



He also exhibits a tendency to plunge the canyon into darkness in a desperate measure to kill you. Dispel the darkness by shattering a series of crystals lodged on both sides of the bridge, then resume plucking the feathers from his wings.



Succeed in breaking both wings to make Elliot holler in pain. He plummets to the flowing magma at the base of the canyon. Yet, like the phoenix who rises from the ashes, Stinky Crow returns strong, flying over the bridge with his talons clenched. He lands on the bridge and stomps his way toward you.



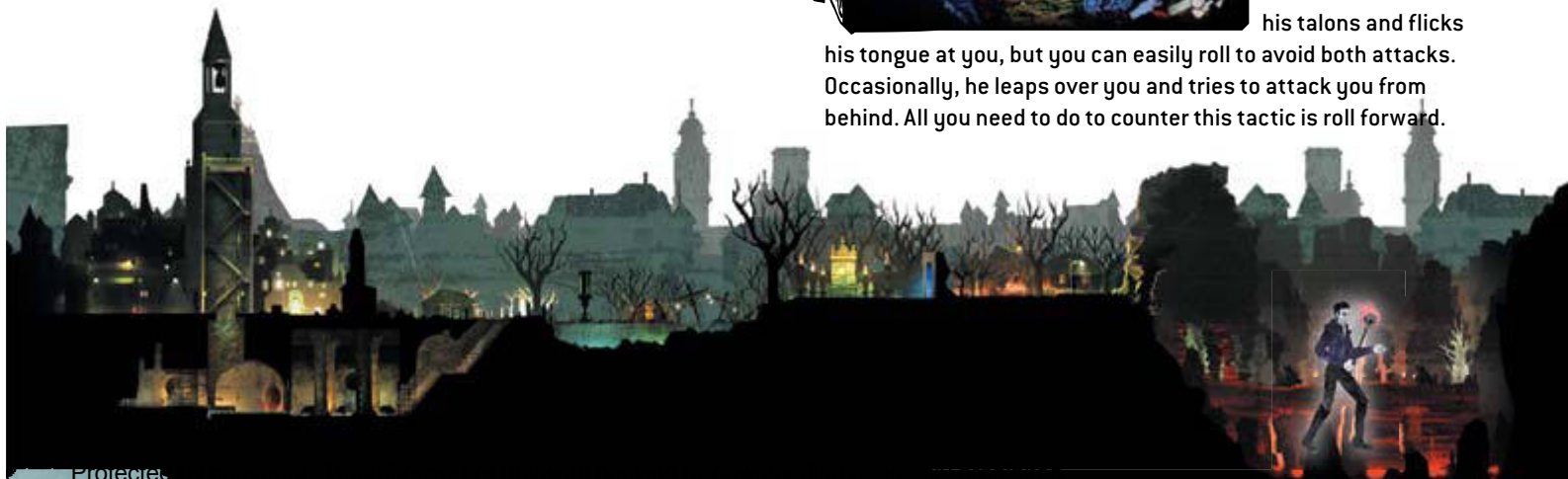
Finishing this foul creature is a matter of clearing the feathers at the base of its body to expose its core. Lob a sticky shot from your Hot Boner at the glowing feathers between its talons, then shoot it to incite an explosion. Persist and the feathers give way to the crimson core underneath.

Tip

The Teethgrinder is the safest bet when firing on Elliot's cores, but the Skullfest 9000 packs a major punch when shooting at close range. In the final moments of the fight, break out your Skullfest 9000 to pound the core as he struts before you.



Attack the core with your Teethgrinder, pausing only to reload. Elliot doesn't come back with much of a counterattack. He rushes forward with his talons and flicks his tongue at you, but you can easily roll to avoid both attacks. Occasionally, he leaps over you and tries to attack you from behind. All you need to do to counter this tactic is roll forward.



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Stars of the Show



Break Elliot's final core and you're rewarded with a gruesome execution. The last of the Grim sisters appears above the defeated Stinky Crow and lops off the birdman's head with a flick of her scythe. Blood gushes from the neck, raining red down on the bridge and sizzling as it hits the lava below.



Stinky Crow's bloodless body crystalizes into a blue gem, but unlike the precious gems left by other VIPs that grant access to a spiffy new gun, this one provides the number to a stiffy-inducing sex hotline. Now, head off to find the nearest telephone! Enter the portal in the kinky model's rear, pictured on the billboard.



No pleasure without pain—accessing the hottest phone sex line this side of Hell means trekking through thick darkness without the aid of soul boosters. Race through the darkness, picking up liquor bottles you find along the path to replenish your endangered health.



Pass through a meat gate to reach figures of naked demon women in erotic poses highlighted in neon. Hurry up the rocky steps to a portal situated among the neon figures and step inside to continue your quest in search of the underworld's most arousing hotline, Angel Kiss.

ACHIEVEMENT/TROPHY ALERT

Kill Elliot to unlock the "Annoying Mosquito" achievement/trophy, then leave his fiery canyon to finish Act 3-4 and net "The Bird's Nest" achievement/trophy.



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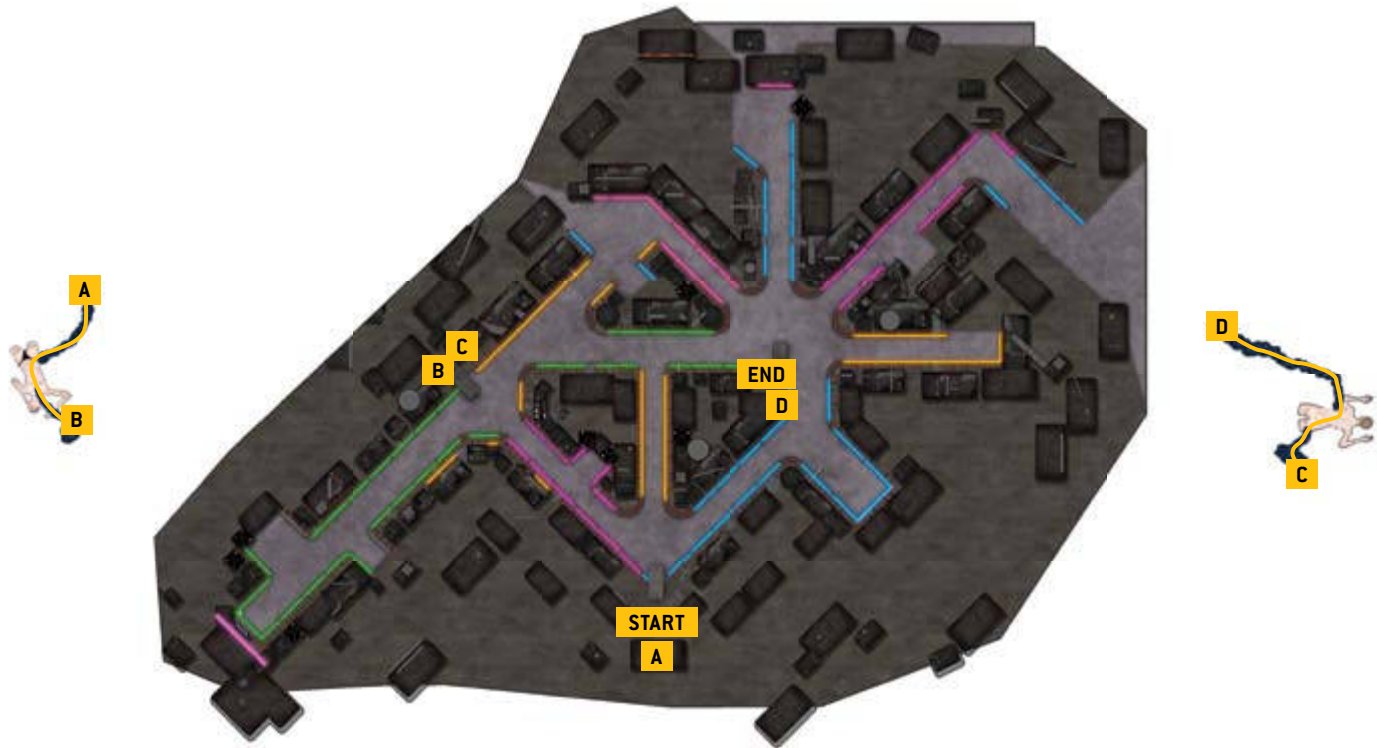
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Red-Light District

The buzzing neon lights, the rain-slick streets, the steamy sounds of bodies mingling in shadowy alleyways—welcome to the underworld's red-light district, where you're just as likely to be put down as you are to get down. Alluring as the sights of the city may seem, there's danger lurking around every corner.



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Walk to the edge of the platform to take in the view. The growl of Hammerkop demons in the distance means trouble is on the way. Johnson urges you to run over to the telephone booth near the billboard to call for help.



Dial the number on the card you picked up after defeating Stinky Crow and put the phone to Johnson's ear. A few suggestive phrases and an active imagination is all it takes to transform Johnson into the **Big Boner** (page 215). This oversized gun shoots a powerful payload capable of killing a Hammerkop in one well-aimed blast.

You're equipped to deal with anything that comes your way, but there's a catch to carrying such massive firepower. You're stuck standing in place, and can only pivot and fire from your current position. Furthermore, your rate of fire is pretty slow, so make sure to aim carefully before shooting.

Fortunately, you have to keep an eye on only three avenues of approach. Hammerkop demons strut down each street slowly, giving you plenty of time to put these huge monsters down. Constantly pivot to check each lane. Arrows at the sides of the screen indicate approaching demons, so pay attention to these signs to get the jump on your enemies.



JOHNSON'S TIP

Aim for the bloody cores at the center of their heads, G. Hit that spot and it's instant gratification: an immediate kill that clears these lumbering losers from the streets. If you're having trouble, try hitting one demon anywhere on its body. This has the benefit of stunning it for a short time, which in turn grants you a few extra seconds to try for a head shot. The less competition on these streets, the better, if you know what I mean.



There are just under a dozen Hammerkops, the first few are easily killed as they march on you one by one. After a few successful kills, they start appearing two at a time. Shoot one, then quickly pivot to nail the second demon.



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Should a demon lower its head and charge at you, shoot it to halt its advance. You won't be able to target the core on its head since it's tucked down, but a blast to the body will put a stop to its run and force the demon to raise its head, making it possible once again to aim for the core.



With the streets cleared of demons, you're free to continue exploring the red-light district. Hop through the swirling black portal that appears between the legs of the demon chick depicted on the billboard behind you.



Contrary to Johnson's promise of heaven, only soul-sapping darkness awaits betwixt the cardboard vixen's loins. Hustle through the biting darkness, collecting soul boosters along the way to keep up your energy.

A vision of Paula in her white lingerie set looms large in the distance, gyrating to unheard music. Approach and she lies on her back, sucking on two fingers as you skip by her exposed breasts on your way to the glowing exit.

Street Walker



The portal plops you onto another platform high above the wet streets, where there's a telephone booth tempting you to make another call to Angel Kiss. Venture over to the phone and ring the hot line to trigger Johnson's Big Boner. Now you're ready for some action.

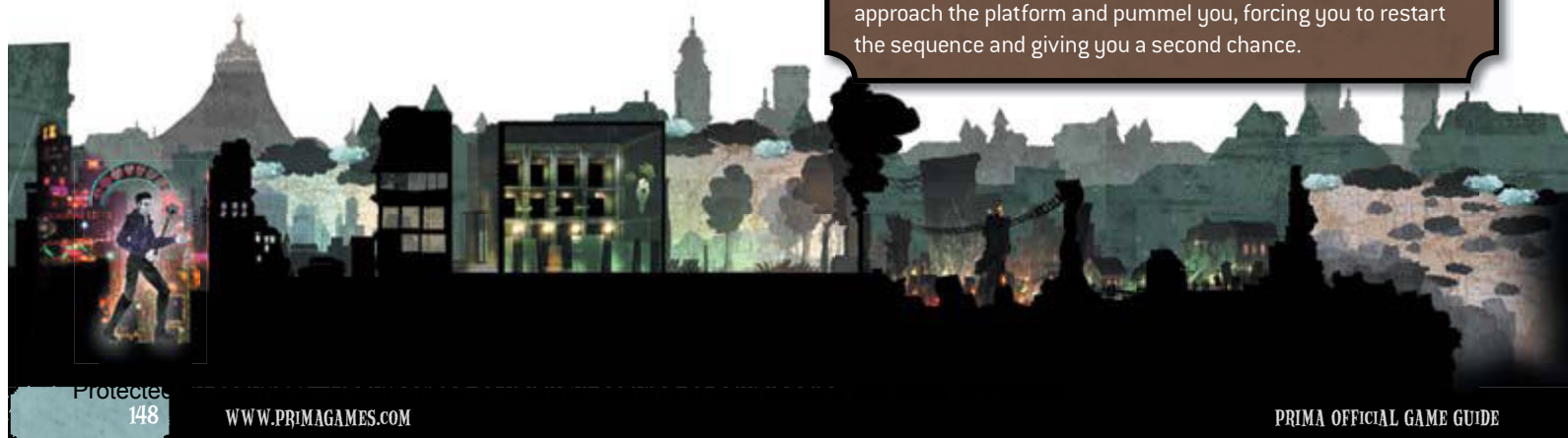


This time you have four avenues down which demons stroll—one to your right, another in the center, and two that converge on the left. The two streets connect into one lane, providing demons with an opportunity to sneak up on you by trotting up a partially hidden side street.

Additionally, demons appear on each street at varying distances. While most trundle toward you from the far end of the district, occasionally they appear much closer by stepping out from unseen side streets.

ACHIEVEMENT/TROPHY ALERT

Your only shot at getting the "A Hole in Your Head" achievement/trophy is in this chapter, since it's the only opportunity in the game to wield the aptly named Big Boner. Luckily, it's not that tough of a task. Concentrate on targeting the bright red core at the center of each giant demon's head and fire only when you're sure that your shot will hit the mark. Repeat for a total of five head shots and you're golden. If you're concerned about missing the achievement/trophy, allow a giant demon to approach the platform and pummel you, forcing you to restart the sequence and giving you a second chance.



Shadows of the DAMNED

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Stars of the Show

Occasionally, road blocks appear that prevent you from getting a good line of sight on approaching demons. You can defeat them in spite of these obstacles by aiming for the core on their heads.



Caution

It's vital that you kill the demons before they reach you, otherwise you're toast—they'll pick you up and squeeze the life out of you with their gargantuan fists. If you start to feel the ground rumble and the screen shake, you have only a few seconds before those fists reach out for you.



Stay focused and the demons will be cleared in no time. Leave through the portal that manifests in the billboard. You once again enter a rocky zone ensconced in thick darkness.



Paula's here to help you through, this time bucking her hips back and forth as though to point you down the right path. Use her back as a bridge while she lies prostrate, stepping over to the exit portal flanked by neon lights and showgirl silhouettes.



Size matters when you have giant demons to slay.

You're back on the streets for one final showdown, this time with five avenues to monitor. Dial in Johnson's Big Boner, gripping it tightly as it extends to full length.

JOHNSON'S TIP

With so many lanes to watch, those indicator arrows at the sides of the screen aren't as much help in this third and final shoot-out. Instead of relying on them to tell you when and where a demon appears, take the initiative and monitor each lane yourself by turning after each shot. You don't even have to stop on each lane—just flip through to quickly glance at each one until you spot one of those buggers, then stop and shoot.



In addition to the challenge of policing five lanes, enemies approach from much closer and with increasing frequency—sometimes two at a time. This means you

need to pivot to check for approaching Hammerkop demons at every free moment and choose your shots wisely. Stick to your guns and adhere to the tactics that brought you success in the first two shoot-outs to clear the streets.



After more than two dozen demon bodies hit the floor, you're treated to a creepy little dance from operatic vixen Justine. Moving to the beat of music piping through a gramophone

that is powered by a decomposing demon servant, she motions for you to follow her through a swirling black portal. Humor her and jump into the portal nestled in the billboard to finish the level.

ACHIEVEMENT/TROPHY ALERT

Complete the level and you net the "The Big Boner" achievement/trophy—not bad for cleaning up the streets.





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Another Dimension

Just when you thought things were weird—such as shoot-outs with giant demons in the heart of the underworld's red-light district, decorated with neon signs proudly flashing “Fatties!!!”—things take on a radical new dimension. Ripped from the reality of 3D, you're pasted into a 2-D, papier-mache world.

Note

With nowhere to go but forward, a map for this 2D level has purposefully been omitted. Refer to the detailed walkthrough and accompanying screenshots to navigate this side-scrolling level's challenges.



Take a few moments to get your bearings and follow the instructions on how to move and shoot in this new 2-D world. You need to master the mechanics of this side-scrolling stage if you're to hunt down Justine and save Paula.



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JOHNSON'S TIP

There's no going back in this 2-D universe, G. Although you're able to move backward, the level constantly scrolls to the left. It's forward ho in these stages—quite literally, considering Justine's waiting for us up ahead.



As the scene scrolls by, move to the right, matching the rate of the screen's advance. Get the jump on a demon that pops up from the first building by firing a line of bullets across the rooftop. Adjust your aim once the demon is in full view so as to hit its head for a quicker kill.



When the roof drops to reveal a series of four white gems, rush down to snatch them. Watch out, though, because a demon tries to get the drop on you from the adjacent building. Fire up at the demon as you collect the gems.



Hurry up to the next rooftop to meet more demons. Keep firing a steady stream of bullets until all the demons are laid to rest. Shortly thereafter, a pair of demons try to claw at your heels from the edge of the building. Destroy them and float down from the roof to collect four white gems near the base of the screen.



A demon tries a surprise attack by dropping down from the clouds, but you can avoid taking damage by firing upward while collecting the gems. If you get hurt, no worries—there's a bottle of liquor nearby to drown your pain.

Tip

Even without your health bar, you can still gauge your health status by looking at Garcia's clothes. When at full health, his signature purple leather jacket is in mint condition; however, if it's torn at the sleeves and his jeans have been ripped, then you're hanging onto life by a thread.



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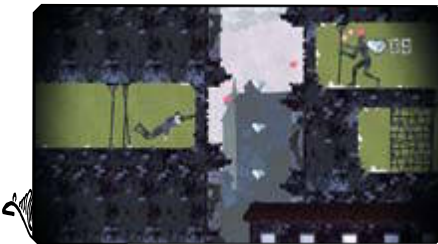
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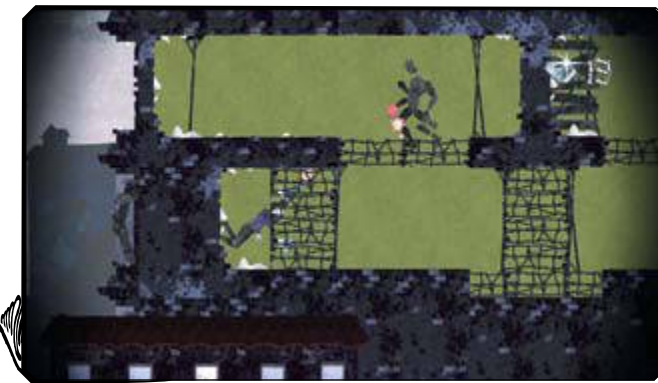
Continue by breaking the glass wall to the right of the booze bottle to access the inside of the adjoining building. The moment you float into the building, a handful of demons appear, eager to rip you to pieces. Fire off some bullets to defeat them.



Break through another pane of glass, directing your aim to a third glass wall protecting the adjacent building. Deal with the demon that appears amid the broken glass as you collect three white gems that materialize in the space between the two buildings.

Caution

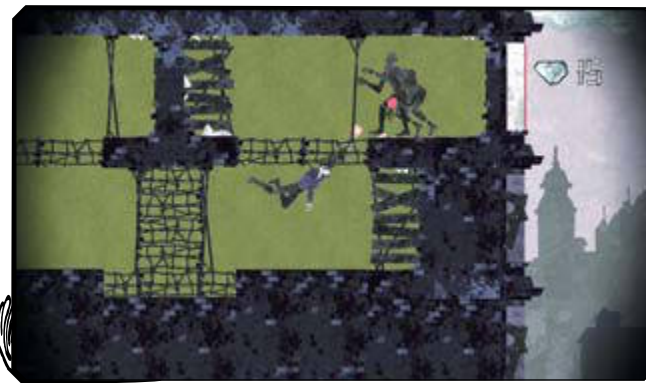
Don't get caught against the side of a building, interior wall, or pane of glass or it's game over. With the screen's automatic scrolling, you'll be squashed!



Zip into the building, rushing from the entrance down to a lower passageway containing four white gems cleverly hidden behind a mesh wall. Be careful of a demon that drops down from the ceiling. Shoot him from below while you pocket the gems.



Cautiously advance through the building. Ahead, a mesh wall obscures a demon from view, but you can rat it out by firing a few quick shots. Keep up the assault as three more demons run in to join the fight. Defeat them, then inch toward the glass wall to your right.



Don't venture too close to the glass, though, as two demons pop up from behind to attack. Play it safe and the demons jump will over your head and land on the ground in front of the glass. From this position, it takes a couple of well-aimed shots to clear them out and just a few more to shatter the glass for an exit.



Paper-Thin Personality



Grab three white gems that materialize next to the building's outer wall, along with a sparkling gun near the bottom of the screen. This temporary upgrade grants you the speedy firepower of The Teether, enabling you to make Swiss cheese of your 2-D foes. Test it out on demons that show up on the building rooftop ahead.

Three come up through the roof, but it's the ones that descend from the clouds above you need to be careful of. As the scene advances and the building scrolls underneath, more demons crawl up through the roof. Ignore them and keep to the clouds to avoid their swipes.



At the top of the building, half a dozen demons drop through the clouds and attack. Unload on them, hitting them with a flurry of blue bullets. Keep firing because after destroying the first six, another three turn up. Kill them at the roof's edge, then travel forward to greet Justine, who saves your progress.

Caution

Make sure that you fly into Justine (or shoot her as you approach) to activate the checkpoint. If you float by her without knocking the save torch out of her hands, your progress won't be recorded and you'll have to replay the stage from the beginning if you should die.



As Justine runs away, greet two demons guarding a low-lying rooftop ahead. Shoot them, then snag three white gems hovering above their broken bodies. Swipe the bottle of alcohol that appears on the roof if you're in need for some happy-hour healing.



In the distance, a cloud of darkness hangs in the air. Lob a light shot at the goat's head within the soul-sucking sludge. Shortly thereafter, two demons trot onto the scene. Defeating them takes a few easy shots, but if the darkness is left unchecked, the demons turn into dark demons and require a light shot before you can inflict any damage.

Two more clouds of darkness poised in the sky need to be cleared with light shots, along with a motionless dark demon. Once the darkness is gone, hit the dark demon with a light shot, then finish it off with regular attacks.



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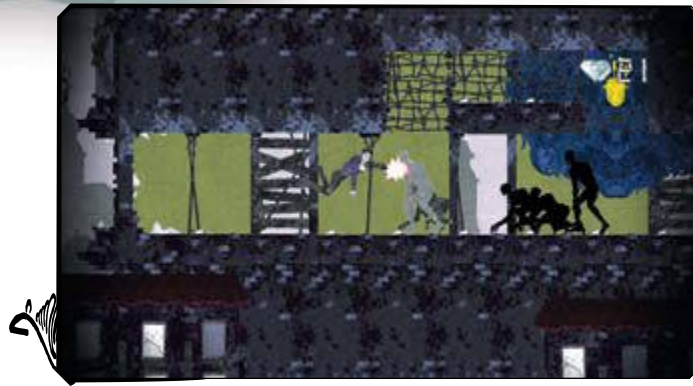
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Guns and Gear

Stars of the Show



Shatter the glass behind where the demon was standing and pass through the opening. A gaggle of demons rise up from the floor to battle you in the narrow passageway. While the first few are easily defeated, the remaining demons seek shelter in a cloud of darkness. Destroying them means getting rid of the darkness, then hitting each demon with a light shot to render it vulnerable to regular bullets.



Shoot out the pane of glass at the end of the passageway to exit the building. Justine stands at the bottom of the screen, patiently waiting to save your progress. Before you get all up in her personal space and save your progress, quickly collect the five white gems lingering in the clouds.



JOHNSON'S TIP

Where's Willie? No doubt that ferocious femme fatale scared him off. She might be creepy, but at least she doesn't take a dump every time she saves our progress, I'll give her that.

Indoor Lighting



Enter the next building by shattering the panel of glass blocking the entrance. Inside, a posse of demons await. You can defeat most of them, but a cloud of darkness provides

cover for one demon hanging in the back. More importantly, the demon is guarding a switch needed to activate an elevator on the right side of the screen.

To gain access to the switch, you need to defeat the demon. To do that, send a light shot over to the goat's head beneath the demon's feet.



Sink into the crawl space situated under the main passageway to get a clear line of sight on the goat's head. A dark demon puts a kink into your plan, but you can smooth it out by hitting the demon with a light shot, then finishing it off with a regular attack. Illuminate the goat's head to clear the darkness once the crawl space demon is out of the picture.

Head back to the main passageway, eliminate the hanging demon, and flip the elevator switch. Hustle over to the lone white gem hovering near the switch before making your way to the rising elevator on the right.



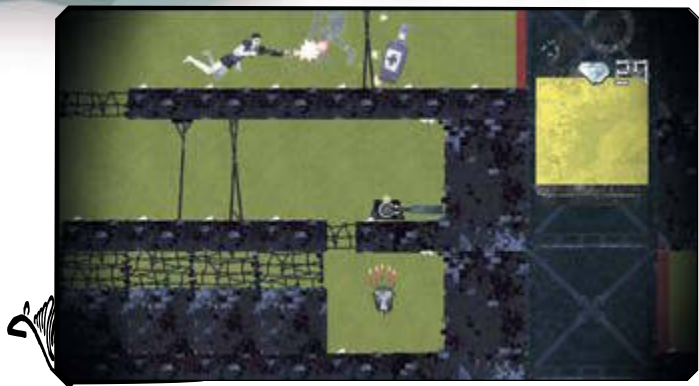
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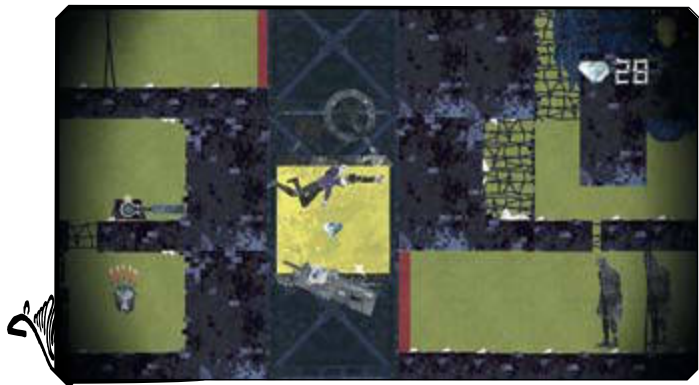
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Guns and Gear

Stars of the Show



Hang back on the left side of the screen as you approach the elevator. Three devious demon try to nick you by dropping in from the ceiling; avoid damage by advancing only after they appear and have been defeated. Fortunately, there's no worrying if you do get attacked—mask the pain with the bottle of booze that materializes near the elevator.



Ride the elevator to the next part of the building, and pick up two white gems that appear out of thin air as you descend. As you exit the elevator, grab the gun power-up at the base of the shaft to boost your rate of fire.



JOHNSON'S TIP

Just because you're able to shoot fast doesn't mean you should shoot often. In other words, don't waste bullets spraying gunfire—hit enemies right between the eyes with a well-aimed shot rather than riddling their bodies with bullets.



Half a dozen demons hang from the ceiling by thin rope, blocking the way forward. Dismantle them with your upgraded gun and float to the end of the passageway. Collect three white gems behind the mesh wall on the right as two demons drop from the ceiling on your right.



Since the passage weaves back on itself and the two newly arrived demons block the upper part of the path, you're faced with a problem. You're unable to fire to the right, which means you have to back track a couple of steps in order to shoot up at the demons through cracks in the floor. Fortunately, you're cut a little slack in this devilish spot—the scene doesn't scroll ahead until you've made your way through the winding passageway.



With the demons eliminated, move through the winding passageway to reach the top of the building. A cloud of darkness impedes your advance, but you can lob a light shot at the goat's head in the center of the cloud to clear it. A dark demon hanging from the ceiling also blocks your exit, though, with the darkness gone, you can defeat it with ease.



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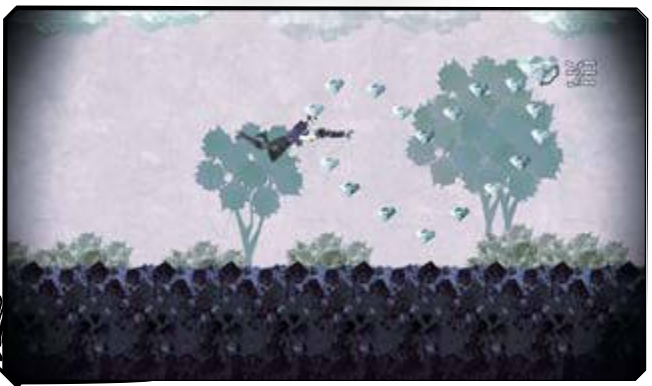
Stars of the Show



Continue through the building, picking up a weapon power-up that's perfect for busting up a gang of demons that tries putting an end to your exit. Its rapid rate of fire is critical for getting the creatures out of your way, not to mention breaking through three panes of glass.



Keep firing as you exit the building and more demons arrive on the scene, leaping from the rocks below to attack you. The demons come in big waves, flinging themselves across the screen toward you. Make sure the only thing they touch are bullets as you spray them with reckless abandon.



A lovely heart formed by a set of 18 white gems rewards your effort, along with ghastly girl-of-the-hour Justine, who blows you a kiss. When all the suggestive pleasantries have been had, it's off to the next level.



Nab all 50 white gems in the level and you're bestowed with a glittering red gem for your obsessive-compulsive tendency.

ACHIEVEMENT/TROPHY ALERT

Cross the "Great Demon World Village" off your list. When you complete the level, the achievement/trophy is yours.



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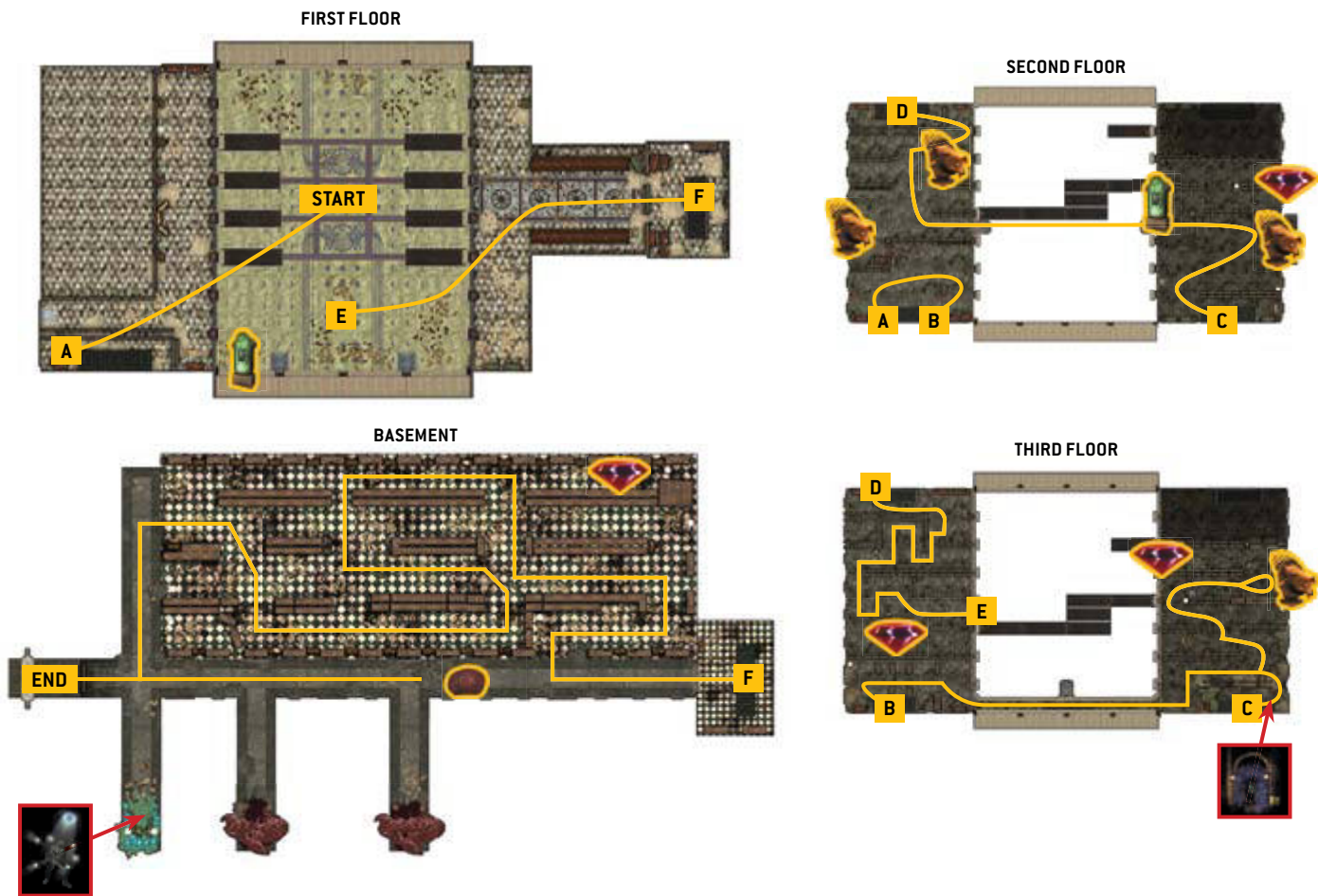


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Reading Rainbow



Where you end up after your play date with Justine in demonic paper doll land is as unusual as the 2-D romp itself: the library. A library chronicling the seven circles of Hell, as described by the Italian poet Dante Alighieri, to be precise. It features several floors modeled after different sins, each packed with volumes on vice and virtue.



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But, that's not what you're here for. A spark of demonic magic originating from a pair of antlers hung like a trophy on the wall incites the shelves on the library's main floor into motion, revealing a dangerous new enemy: the **Antenna demon** (page 221). These creeps can teleport using stone plugs situated about the library. Worse still, they channel devastating electric attacks via funky metal arrays on their hands and head.



Your first order of business is to destroy the plugs to prevent their teleporting. Attack an Antenna demon and it'll evade your bullets by teleporting to a new location. Fire sticky shots from your Hot Boner to bust up those plugs. There are six of them: two at the center of the floor (you face them at the start of the level), two on the left (one is hidden in the bookshelves), and another two to the right.



With the plugs broken, the Antenna demons have nowhere to run. Pop shots at them with your Hot Boner. All it takes is a couple of hits to put them out of commission.



The metal shutters lift once the Antenna demons have been ejected from the library, which leaves you free to roam the stacks. There's ammo to be had, a bottle of tequila next to a grotesque statue, and a vending machine for stocking up on other liquor varieties. When you're done exploring the main floor, head through the door near the vending machine.

Willie greets you on the other side (Hey! Where have you been?), and saves your game before rocketing himself away. Before trudging up the stairs, take a look behind the staircase for a bottle of tequila and more ammo.



Head up to the second floor, which is modeled after the first circle of Hell, limbo, and send a light shot over to the hanging lamp at the far end of the room. Even with the lamp lit, it's awfully dark, which makes fighting the demons that crawl out of the woodwork less satisfying because you can't see their gore splatter very well.

Start by nailing two Hollow demons approaching from the right side of the room. A Masked demon tries coming at you from the middle while you're playing with the aforementioned pair. Knock its mask off and then do the same to its head.

Caution

Keep your distance from Antenna Demons. Their melee attacks can really zap your health. Be even more cautious during an Antenna Demon's dying moments when it expands in a suicidal sphere of electricity that spans an impressively large area.



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Two more Hollow demons appear on the left side of the room. You should have no trouble capping these slow-moving fools.



The wave of demons that follows is a different story. Three Masked demons accompanied by two Punkgut companions provide fierce resistance. Stay focused and concentrate on one demon at a time. Get rid of the two Punkgut demons first since you can damage them directly, then move on to fussing with the Masked guys. If you're really feeling the heat, roll to safety and take aim from the other side of the room.

JOHNSON'S TIP

I'm useful for more than just lobbing sticky shots and dishing out wise cracks. When you're surrounded, knock your demon foes back with my bash attack. If you have enough breathing room, charge me up to level a more powerful hit.



With the underlings defeated, the big man comes out to finish the job: stomping down the stairs from the third floor comes a Cyber demon in full armor. He isn't anywhere near as tough as he'd like to think, though. Cover his head with a sticky shot, crack that helmet, and then split his skull with a head shot.

Collect the white gems scattered about the dismembered demon bodies and grab ammo from the supply crate lodged in the shelves, then venture up to the third floor.

Bridge Builder



A large, empty shelf stands tall in the middle of the room, barring access to half of the third floor. Fortunately, you can punch through it with your body weight. There's another towering shelf behind it; break it and continue through the door on the right.



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POSTER: THE UNBREAKABLE HUNTRESS, PART 1

A pictorial homage to Johnson's favorite tale, "The Unbreakable Huntress." Surprise, surprise, it stars a charmingly stubborn woman who can barely squeeze into her armored chest plate. At least the beautiful artwork is faithful to the source material.



The door gives way to a balcony overlooking the library's main floor. It's an ideal vantage point to take in Justine's pretentious performance of song and dance, which has the unpleasant effect of conjuring darkness in the rooms ahead.



Before you can explore them, though, you need to unlock the door at the far end of the balcony by rearranging the bookshelves down on the main floor.

Firing a light shot at the arrows glowing on top of a shelf jolts it into motion, sending it in the indicated direction.

You start with four shelves on each side of the room; the goal is to line them up into a bridge between the two platforms located on the second floor.

From the original arrangement, move the shelves in the following order:

1. Farthest shelf away from you on the left—move it to the right.
2. Same shelf—now move it down (toward your position on the balcony).
3. Third shelf on the left (third shelf away from your position on the balcony)—move it to the right.
4. Same shelf—now move it down toward you.
5. Second shelf on the right (second shelf away from your position on the balcony)—move it to the left.
6. Same shelf—now move it up away from you.
7. Farthest shelf on the right—move it to the left.
8. Same shelf—now move it down toward you. You should now have a stack of three shelves.
9. Same shelf—now move it to the right. It should connect with the platform on the second floor.
10. The shelf farthest from you (the same shelf referenced in steps 5 and 6)—move it down toward you.
11. Second shelf on the left—move it to the right to complete the bridge.



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Succeed and the shelves glow bright green, confirming their proper alignment. Additionally, the door to the second half of the third floor unlocks, giving you license to continue exploring.

In Search of Reading Light



Go through the unlocked door to enter the hall themed after the sin of gluttony. Turned over benches and bookshelves block passage to a staircase that descends to the second floor, but more critically, darkness vines maintain a firm grip on the door that grants access to the stairs, thereby cutting off your alternate route. You need to find a way to prune those vines.



Enter the darkness and immediately look at the ceiling to find three blood-red veins snaking through the library. Each connects the darkness vines to a core, which must be shot to remove the vines. The first core is located directly across from the door on the ceiling.



After puncturing the first core, take a breather in the brightly lit space in front of the darkness vine-covered door. Without soul boosters to help protect you from the harmful effects of the darkness, keep a close eye on your health. Gulp down alcohol or seek out lighted alcoves to stay alive.

POSTER: THE UNBREAKABLE HUNTRESS, PART 2

Johnson's favorite tale continues, the legendary heroine facing her most fearsome foe yet: the lord of the dead. Hey, Paula shares much in common with this boastful beauty...



Head back into the darkness to track down the remaining two cores. You can quickly shoot one of the cores on the ceiling on the other side of the room by aiming through a short bookshelf.



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JOHNSON'S TIP

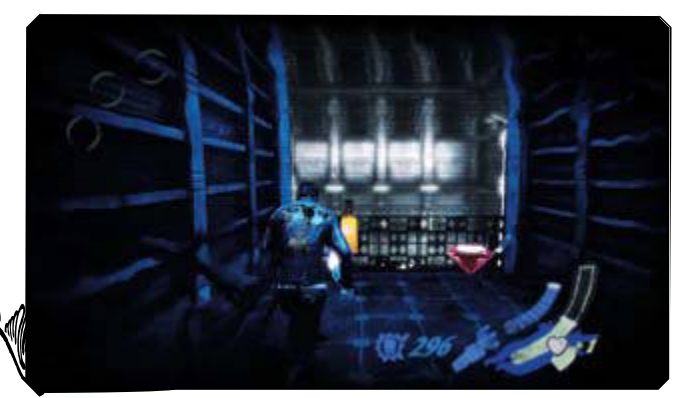
You may not be able to run while in darkness, but that doesn't mean you can't move quickly. Try rolling to travel through darkness quickly. Unless, of course, you're into the pain of having your soul eaten from within. To each his own, I say.



The third and final core is a trek. Follow the vein to pinpoint the core on the ceiling at the far end of the room, behind several bookshelves. Trace the vein's path until

you turn a corner and face a long corridor with a goat's head on the other end. Send a light shot to the goat's head, then stand in its light for a brief break. Return to the darkness to shoot the core.

With all three cores popped, the darkness vines shrivel up and you're able to open the door. Walk down the stairs on the other side to reach the second floor.



Explore the darkness-filled corridor to the left of the goat's head to find a bottle of tequila and a shiny red gem.



Modeled after the fourth circle of Hell, for those whose mortal sin was greed, the second floor is choked with darkness. Relinquish its life-draining hold on the area by hitting the goat's head bleating on the far side of the room with a light shot.



As soon as the darkness lifts, demons appear, salivating at the thought of ripping you apart with their bony hands and chiseled teeth. Face the library's main floor to fight a gang of Hollow demons, accompanied by more powerful Normal and Punkgut varieties. Shoot the barrel of light near the edge to take them out in a single blast.



Peeved with your victory against his comrades, a Cyber demon charges bookshelves at the center of the room in a frenzy. Wield your Hot Boner, slinging a sticky shot toward the beefy demon to crack its armor before finishing with a head shot.

JOHNSON'S TIP

Make the most of your sticky shots by catching multiple demons in the blast radius, G. When unloading your gun, the more the merrier!



Shadows of the DAMNED

Another cyber demon follows, joined by two Normal demons. Time it right and you can catch the Normal demons in the blast radius of your Hot Boner sticky shots lobbed at the cyber demon.



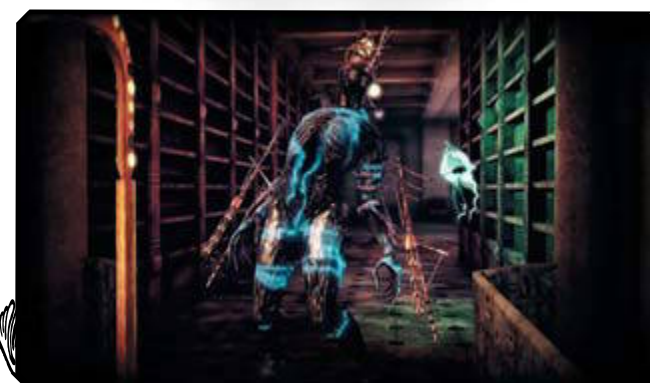
The sound of breaking glass signals the arrival of more demons. Crawling in from a nearby balcony are Normal and Punkgut demons. Switch to your Teethgrinder to mow down the group. The Skullfest 9000 also gets the job done, but its slower rate of fire isn't suited for combat against agile Punkgut demons.



When all have been defeated, exit via the door that appears on the far side of the room. Willie says hello on the other side, then departs, allowing you to visit the nearby vending machine for libations.



Before traipsing across the bookshelf bridge, turn right to explore the shadowy stacks. At the end of the farthest corridor is a red gem for the taking.



Step onto the bookshelf bridge and make your way across to the other side of the library. Your journey is interrupted by Justine, who does a jerky jig that summons two Antenna demons to harass you.



Follow the strategy you used in your first encounter with these weirdos: Break their teleportation plugs to prevent them from evading your attacks, then go in for the kill.

There are six plugs, each set within a balcony overlooking the library's main floor. Work quickly to lob sticky shots onto the plugs (you can shoot them out, but it takes much longer) to blow them to pieces. Once all six plugs have been destroyed, it takes only a few shots to put down the demons.

Continue across the bridge to finish searching the library's second floor.

JOHNSON'S TIP

Watch out for electric shocks, G. Even though you're on a narrow bridge, roll to avoid getting hit by bursts of arcing electricity that originate from the

Antenna demons; otherwise, you'll end up singeing that pretty purple jacket of yours.



To Be Continued



A goat's head mounted on the far wall foreshadows Crawler demons capable of vomiting darkness on the poor decapitated animal. Sure enough, two Crawlers break through the walls and lunge toward you with amazing speed.

Priority number one is preventing the Crawlers from scaling the wall and plunging the goat's head—and the surrounding area—in darkness. Kill the Crawlers with due haste, stopping whenever one of them tries climbing the wall to pop it with a shot or two. All it takes is a shot to knock a Crawler off the wall, which prevents it from summoning darkness and gives you the opportunity to go in for the kill as it writhes on the floor.



The arrival of a Ninja demon following the timely demise of the two Crawlers triggers a much more difficult fight. Not only is it harder, but its ability to teleport short distances makes the Ninja a worthy foe. Torch bashes are highly effective, as is the Skullfest 9000, which can literally make mush of the demon.



More Crawlers appear in the wake of the Ninja demon, eager to yak on a second goat's head posted on the side of a bookshelf on the room's right side. Keep the Crawlers away from the goat's head, defeating them as quickly as possible.

Success yields an unlocked door that leads to stairs up to the next floor. If you haven't already done so, pick up the bottle of tequila on the room's left side, near the first goat's head on the wall, before heading upstairs.



Candles cast a gloomy glow in this section of the library, which is designed around Dante's circle of violence. Walk past the disintegrating tome that's propped up between the candles and explore the maze of bookshelves on the right.

POSTER: THE UNBREAKABLE HUNTRESS, PART 3

In the finale to Johnson's most beloved tale, the indefatigable huntress is pieced back together like a puzzle by the lord of the dead in a masochistic exercise to test her will. Over and over again he kills the tenacious woman, yet never has he succeeded in breaking her spirit.



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BOOK: PSYCHOPOMP AND CIRCUMSTANCE

You've fallen in love with their goth style, you've felt the cut of their scythes sharper than Johnson's wit, and you've admired their status as unique

beings among all demons in the underworld. Now, for the first time ever, learn the real story behind the Grim sisters in this tell-all biography. Sex, infighting, betrayal—it's all here, raw and unedited. *Psychopomp and Circumstance*—get it now!



shots, thereby granting access to even more goodies.

Navigate through the shelves, shooting crates to collect ammo, alcohol, and white gems hidden inside. Cracked walls can be cleared with Hot Boner sticky



Demolish the second glowing wall hidden among the bookshelves to reveal a room filled with crates. Break open the crates to find a red gem and a few bottles of sake.

Raze the three breakable walls and you gain the attention of Justine. Her dance may seem like flirtatious footwork, but it's a formula for conjuring darkness. As it passes over the library like a wave, bringing down bookshelves and blocking your exit, you're left with no choice but to fling yourself out into the main floor.



Third Time's a Charm



In the heat of the moment, leaping to the presumed safety of the main floor seemed like a good idea; however, the unexpected arrival of Giltine Grim (page 222) poses a problem. Actually, two problems: The gigantic scythe in her bony right hand and the equally threatening scythe in her decrepit left hand.

It's often said that sisters share a sacred bond and that's true even of the Grim sisters, who all possess a similar weakness. Like her sisters, Giltine Grim possesses a central red core that must be popped with an insane amount of gunfire.

Getting to this core is straightforward. First, you need to damage the core on her head to make her wince in pain. This prompts her to plunge the room in darkness, which reveals the central core on her abdomen. Shatter this core and she dies. Of course, it's easier said than done, considering you have to contend with her rotating blades, a biting darkness that eats at your soul, and a gang of dark demons tripping over themselves to get at you.



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Start by immediately firing on Giltine's cerebral core. The Teethgrinder is best suited for the task, although you can get a good number of shots in with an upgraded Hot Boner. Avoid using the Skullfest 9000 since it's much too slow for this fight and not good at range.

It won't take long before your stream of fire is interrupted by Giltine's blades. Her primary attack consists of hurling scythes at you. Run to avoid their sharp edges or roll for a quick evasion.



Following this primitive attack, Giltine conjures more than half a dozen blades in the air. One by one, they rain down on you. Your most effective means of surviving the attack is to roll out of the way. A couple of nicks from these blades is all it takes on Legion Hunter and Satanic Hell to end your game, so be diligent.



Between these attacks, fire on the cerebral core. When it has taken enough damage, Giltine screams in pain and ushers in darkness, which in turn reveals her central core. Unload on it. You know you've succeeded in cracking her core when she shrieks and the darkness lifts. On higher difficulties, this takes much more time.

Caution

Without any soul boosters or lighted alcoves, you're completely vulnerable in the darkness and will constantly leak health. Gulp down alcohol to keep your health up. In an emergency you can fire a light shot at the goat's head mounted on the wall behind Giltine, but this only extends the length of the battle.



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Things get hairy from this point forward. Giltine isn't content with letting your life slowly drain from your body while you shoot at her in the darkness. The nasty girl summons demons to attack you while you struggle to crack her central core. At first, it's a few Hollow demons, but as the battle intensifies, she sends out stronger demons. Since they're summoned in darkness, they're invulnerable to attacks so avoid them as you concentrate on attacking Giltine.

JOHNSON'S TIP

Why spend energy worrying about Giltine's groupies when you can let her do the dirty work of killing them for you? Stand among the demons and taunt Giltine into attacking you, then at the last moment, roll out of the way and watch as she slices her own demons in half.



The more damage you dish out, the angrier Giltine grows. At the battle's climax she unveils a devastating new attack: scythe waves. With a heave of her frail arms, she send two enormous scythes that travel in a straight line toward their target. Fortunately, avoiding this terrifying attack is as simple as rolling out of the way.



Stay focused and stick to your guns—fire on her cerebral core, unload on her central core while downing liquor to stay alive, and ignore her minions—to defeat Giltine. It takes some time, especially on higher difficulties, but after cracking her central core three times, Giltine Grim ceases to exist.

ACHIEVEMENT/TROPHY ALERT

Show Giltine Grim who's really the boss by kicking her bony butt and you unlock the "Don't Fear the Reaper 3" achievement/trophy.

All that's left of her body is a blue gem granting you a powerful new weapon: **The Dentist** (page 215). This supercharged version of the Teethgrinder lets you fire teeth faster and with greater ferocity; although, its automatic targeting system is what really makes this weapon special.



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Stars of the Show

Studying in the Basement

Upon Giltine's death, shutters on the main library floor lift to reveal a door bathed in green light. Open it, then hop down the stairs on the other side. A door at the base of the staircase leads into the basement.



Down the long corridor, Justine and Paula can be seen waltzing through a baby demon gate into a patch of darkness. Catching up to them is your primary objective. To do this, you need to appease the baby demon gate by feeding it the pink brain hovering on the other side of the gate directly in front of you.



Head right into a section of the basement modeled after the eighth circle of Hell, fraud. Keep the noise down as you wander the dimly lit book stacks, as

studious demons don't take kindly to distractions.

Bookshelves form a dark labyrinth that is unnavigable without the aid of light. Fortunately, there's a sushi lamp just around the corner to help you through the disorienting arrangement of shelves.



Kick the sushi lamp into gear with a light shot and follow it as it slinks along the tiled floor. Masked demons, accompanied by a Psychoram and Cyber demon, attack as you

make your way through the basement, so stay in the circle of light cast by the sushi lamp. You won't be able to spot Masked demons without its light since their beady little eyes are covered by masks.



Nestled between two bookshelves, down a pitch-black dead end, sits a red gem ripe for the picking. After the sushi lamp makes its first turn, continue moving forward and turn right when you run into a bookshelf. The red gem is at the end of the corridor.

Tip

It's possible to collect this red gem before activating the sushi lap. Search the stacks using the light radiating from Johnson in torch form for the hallway with the red gem. Be careful, though, because a few demons prowl the area.



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Eventually, the sushi lamp slows to a stop in front of an ornate metal gate. The good news is that you don't have to do anything to open the gate; the bad news is that it lifts at an agonizingly slow rate as demons come forth from the darkness to attack you while wait.



Stand your ground, using your Skullfest 9000 to obliterate demons as they approach. Take advantage of the two barrels of light nearby to knock the masks and armor off demons before going in with a Skullfest 9000 shot for the kill. Torch bashes are effective, too, although it's challenging finding enough time to charge Johnson up for a powerful bash. Remember to execute an evasive roll if you find yourself backed into a corner or surrounded by demons.

As soon as the gate is open, run through. Wave to Willie as you walk to the far end of the hallway, where Christopher waits behind a gate to sell you red gems, ammo, and alcohol. Buy supplies, then head down the adjoining hallway to collect that brain.



Make your way toward it carefully, as Crawlers mucking about in side passageways clogged with gore are searching for a meal. This is a perfect opportunity to put The Dentist to the test. Its automatic targeting system empowers you to send a barrage of bullets toward a demon once you get a red lock-on.



Pocket the organ, then race over to the baby demon gate to unlock it. Step into the darkness on the other side of the gate to exit.

ACHIEVEMENT/TROPHY ALERT

For spending so much time with your head in books, treat yourself to the "Ghost Hunter" achievement/trophy for completing Act 4-3.





ACT 4-4: GREAT DEMON WORLD FOREST

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Guns and Gear
Stars of the Show

Note
With nowhere to go but forward, a map for this 2D level has purposefully been omitted. Refer to the detailed walkthrough and accompanying screenshots to navigate this side-scrolling level's challenges.

Creepy Crawlers



Justine has once again led you into a side-scrolling demon playground. Start by collecting three white gems near the top of the screen, then another set near the bottom, which are guarded by demons that pop up from the bushes.



Three more white gems can be pocketed in front of a tree farther ahead. As you grab the gems, clear the way forward by firing on a tree spanning the height of the screen. Hang back while you whittle away the tree to avoid getting hit by a demon that drops in from the leaves above.



Continue through the forest with an eye toward three gems floating in the distance. Watch out, though—it's a trap! Approach the gems to make three demons fall from the trees above, hanged by thin ropes. Quickly cut them loose and nab the gems. As soon as you do, hurry to the right side of the screen to evade the jumping demons that spring from the bushes below.



Tuck yourself into the small opening in the forest canopy at the top of the screen to load up on a new power-up modeled after your Hot Boner's sticky shot. This explosive charge can dismantle several demons in one blast. Give it a whirl by firing on the demons congregating below. It's also highly effective for clearing trees, of which there are two immediately following the gang of demons.

JOHNSON'S TIP
Slow down, G. Don't go firing off that power-up like a dumb drunkard who just won the right to down the worm at a Cinco de Mayo party. Those explosive shots come in limited quantities, so use them wisely.



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Guns and Gear

Stars of the Show



Move along the forest floor to reach a thick tree that is guarded by a Crawler that rushes toward you at speed. Concentrate fire on the Crawler before tackling the tree.



Shortly after felling the tree, snipe a demon that appears at the top of the screen. Kill it and a power-up is left behind, loading you back up with explosive charges. Use them against the Crawlers that skitter on the ground, and make sure to collect two white gems during the fight.

If you've taken a hit or two, grab the liquor bottle near the top of the screen after shooting through a hanging demo. Greet Justine just below the bottle to save your progress.

Tip

As an alternative to running into Justine to trigger the checkpoint, try shooting her instead.

Clear Cutter



Clouds of darkness hang in the air just beyond the checkpoint. Rise to the top of the screen and fire light shots at the goats' heads to clear the clouds away. Be sure to catch the four white gems dotted along the ground as you pass the first two goats' heads.



In addition to dispelling the clouds, dark demons also require light shots before they can be damaged. Stick to the far left side of the screen to avoid taking damage as you clean away the darkness and battle demons.



The ground rises up and back down, revealing a line of three white gems near the top of the screen with clouds of darkness near the ground. Use light shots to wipe the patches of darkness while collecting the gems. There's also a gun power-up to grab on the ground, too.



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Guns and Gear
Stars of the Show



Use your limited stock of explosive shots to splinter a tree blocking the way forward, then fire off a few light shots in quick succession to wipe away the darkness choking the forest floor. Don't miss the two white gems hidden in the clouds.

The stage scrolls at a faster pace in this section, so move with haste. If your health diminishes from a few dips in the darkness, you can rely on a bottle of booze next to one of the goats' heads to pick you back up. Additionally, there are two white gems to catch—one under the bottle of liquor and the other to the right near a goat's head.

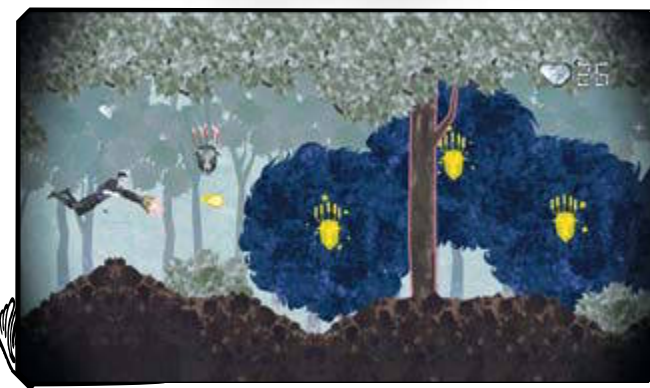


JOHNSON'S TIP

With trees in the background and foreground, leaves everywhere, and way too many demons with a taste for mortal flesh, it's hard keep track of what's what. Tree trunks outlined in red must be cleared or you'll be squashed. Demons must always be killed (except for me, of course). And when it comes to the leaves, I say put them in your pipe and smoke it, G.



When the path splits in two, opt for the upper branch so as to refill your stock of explosive shots. Fire a shot against the thick tree trunk barring access to the next section of the forest. Bag the lone white gem at the trunk's destroyed base before continuing.



The pace picks up once again on the other side of the tree. Net a white gem dangling from the treetops as you skillfully sweep away the darkness. Reach for a white gem among the leaves before cutting through one last tree to arrive at a checkpoint.



Cash in at the checkpoint—nab four white gems that appear as soon as you trigger it. Shortly thereafter, a bottle of alcohol pops into view. Gulp its contents to heal up in preparation for the challenging section just ahead.



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Shoot the few demons that drop from the trees as you approach a stand of four trunks. Just as you start to whittle away the trunks, more demons pop into view, followed by the sudden appearance of two spots of darkness. Before you do anything else, clear away the darkness to minimize the number of dark demons you have to contend with.



With the clouds scattered, grab the rapid fire power-up and use it mow down any remaining demons. Finally, saw through the trees with a flurry of shots.

It's smooth sailing from here to the end of the level. Treat yourself to more than a dozen white gems arranged in a lovely heart before meeting up with Justine, who consequently flees like a mouse, forcing you to play the cat and chase after her.



Nab all 50 white gems in the level and you're given a red gem.

ACHIEVEMENT/TROPHY ALERT

Another romp in side-scrolling, papier-mache land earns you a new achievement/trophy. "Great Demon World Forest" is yours upon completion of Act 4-4.



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ACT 4-5: SUBURBAN NIGHTMARES



Back to Reality



Justine has fled back into the world of the dead, which ironically is located in the suburbs. To reach it, though, you first need to navigate a series of caves inhabited by ill-tempered demons.



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Stars of the Show



Walk along a rocky path and across a small footbridge. A group of demons—a Punkgut, a Psychoram, and a Normal—greet you on the other side. Back up and take aim at the ragtag bunch from the bridge. Use your Hot Boner to shoot off their legs, then kill them with a stomp for extra white gems.

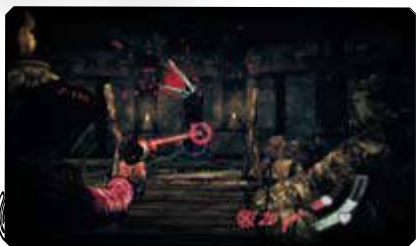


More enemies await on a second wooden bridge ahead. It's a more easily defeated gang—instead of a Punkgut, you face a wimpy Hollow demon—although the narrow confines of the footbridge makes it tough to evade the slash attacks of the muscular Psychoram demon.

JOHNSON'S TIP

Here in the underworld, things aren't always what they seem. Evasive rolls work even on these narrow bridges, G. As long as you try to evade, that's enough to avoid taking damage even if it looks like you're being attacked.

Proceed through the gate at the end of the second footbridge to reach a network of wooden suspension bridges. Crowzer demons monitor the area while perched atop boulders cut from the cave's walls. Run across the first bridge (ignoring the connection that juts to the right) to confront a Crowzer spitting bloody crows from the protection of an alcove. Kill it and return to the bridge, taking the branch that you previously passed.



Three Crowzers herald your arrival, two at the end of the bridge and another standing to the right on a stone plateau. Use your Skullfest 9000 to hammer the two Crowzers in front of you.



With those two clowns out of the picture, deal with the third Crowzer on the plateau. Ascend the ramp, then hit it with your Skullfest 9000; alternately, you can opt for a charged skull bash if you're feeling gutsy.



While you're up here, defeat the Crowzer hanging out between two Greek columns on the edge. A couple of shots are sufficient, especially since it's likely that the demon will slip off the edge from the force of your bullets.



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Make the most of the view on the plateau and attack the other Crowzers stationed throughout the cave using The Dentist. Its automatic targeting system enables you to curve bullets around walls, which means you can fire from behind rocks and get at demons from extreme distances. Not only does this guard your health, but it also makes trekking through the rest of the cave less of a hassle.

Tip

Remember to hover the reticle over the flashing white target to get a lock-on before firing; otherwise, you're wasting teeth that won't hit your intended target. Make sure the targeting reticle is red for a direct hit.



Step down from the plateau and make your way across a long wooden bridge to the other side of the cave. If you didn't execute the Crowzers earlier, anticipate resistance after you cross the bridge.

Face a towering guts wall and switch to your Hot Boner to launch sticky shots at it. Detonate the shots to demolish the wall, then step through to reach a checkpoint manned by Willie.



No sooner than you say hello, Willie's out of there, and it's easy to understand why: more Crowzer demons flinging bloody crows dead ahead. Start by defeating the nearest demon with your Hot Boner.



The others, however, are harder to reach. One stands high on a platform at the center of the cave, while another is obscured from view by the rock wall to your right. There's also one difficult-to-spot demon atop the columns at the beginning of the footbridge.

Fortunately, that's why you've got your pal, The Dentist. Equip the bulky gun and let loose a barrage of teeth. To get the Crowzer on top of the column, you may need to take a few steps across the bridge and turn around.



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Cross the bridge to spot a gangplank that gives way to a clearing with a guts wall. Before you walk over it, though, you have to contend with a pair of Crowzers. Give them a taste of skull served neat with your Skullfest 9000. With the Crowzers out cold, get to work demolishing the guts wall with Hot Boner sticky shots. Behind it is your ticket out of this damned cave.



Before leaving the cave, stroll down the bridge to the left of the exit to find a red gem hidden within a barrel. A Crowzer demon guards the stone, so be prepared to fight for it.



A sushi lamp patiently awaits your arrival, sitting in dark silence with your good pal Willie, who's hanging out a few feet away. Willie jets out of there and you should follow suit by hitting the sushi lamp with a light shot. Escort the bioluminescent fish through the remaining stretch of cave to arrive at the suburbs.

Roll Over and Play Dead



A few poorly kept houses, rotting fences, and scores of tombstones—there's not much to this sleepy suburb. Walk from the cave exit and turn left into a fenced-in yard that surrounds a creepy house. You can wander farther up the road, but a pile of garbage renders it a dead end and there's a baby demon gate wailing for an organ. You'll have to come back once you find it a treat.



Step into the yard. Tombstones rise up from the ground behind you, trapping you within this ugly expanse of dirt. You're not alone; the Witchdog demon (page 221) wants to play fetch. Give the dog a bone—load up your Hot Boner for an intense fight.



The Witchdog is encased in an elaborate cage that protects its weak body from attack. Shooting its body won't do a thing; instead, you need to get at the weak spot on its belly. That's tough given the demon's affinity for launching itself toward you in a spinning attack. Steer clear of this painful attack by rolling out of the way.




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JOHNSON'S TIP

Buy yourself some time by zapping the Witchdog with a light shot. While its stunned, lob a sticky shot or position yourself behind a tombstone so that when it starts moving again, it rolls toward you and hits the tombstone instead. What a dumb pooch. Even my dog was smarter than that.



In order to reach the red core on its abdomen, you want to flip the Witchdog onto its back. There are two ways of doing this. First, you can lob a sticky shot and detonate it to knock the demon over, thereby exposing its core. Alternately, you can taunt the creature into rolling into an object like a tree trunk or tombstone.




When the demon falls over onto its back, let loose on its core until it shatters, gushing blood and white gems onto the dirt.

With the Witchdog put down and the area safe once again, check out the nearby house for a vending machine and some ammo. Be careful when you first enter the house, though, because a Normal demon is getting pissy over the vending machine eating his white gems and attacks on sight. Kill the demon before trying your luck with the machine.

POSTER: UNDERWORLD FIREWORKS

What's a celebration if nobody gets hurt? Come revel in the pyrotechnic artistry of Fleming's fireworks masters in this one-of-a-kind display featuring patented face-melting chrysanthemum rockets and blood-boiling spider fountains. Tickets now on sale!*

*Attendance mandated by decree.



Backyard Barbecue

Kick down a section of the wooden fence to the right of the house to reach the backyard. A human head impaled on a spike simmers above coals in a corner opposite a row of sheds. A catwalk winds overhead.



Walk toward the ladder and adjacent ramp leading up the catwalk on the far end of the yard. A Cyber demon digs up from the dirt, bringing with it a wave of darkness. Ignore the Cyber demon—there's nothing you can do to it in the darkness—and hurry over to the supply sheds near the ladder.



Shadows of the DAMNED

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to survey the rest of the yard for a permanent solution to keeping the darkness at bay.

Opposite the fireworks is a gate covered in darkness vines. Beyond it is the source of the darkness: a Darkness Hand spewing the vile stuff that can only be plugged by shoving Johnson into the slit on its palm. To reach that Darkness Hand, you need to prune the darkness vines by shooting three cores located in the backyard.



Demolish the cracked stone wall to the left of the fireworks launcher to find a red gem. You can clear away the wall even in the darkness, although it's safer to do it in light.



you're being harassed by demons that follow you onto the catwalk, clear away the darkness and defeat them so you can focus on locating the three darkness vine cores.

To the right of the cracked stone wall is a wooden fence you can break through to reach a fireworks launcher. Light it to temporarily dispel the darkness, giving you a bit of time

JOHNSON'S TIP

Demons have a nasty habit of bugging you while you're doing important work like pulling the plug on those darkness vines. Since the darkness flickers on and off, making it tough to fight, avoid battling the demons altogether. Instead, push them away from you in the darkness with a torch bash or even press the Action button to knock them back when they approach you from behind.

Find the first core by walking to the edge of the catwalk and peering down at the stone house below. In darkness, crack the core with a shot from your Hot Boner.



The second core is located behind the fireworks launcher on the catwalk. From the middle of the ramp leading up to the catwalk, look left to find the core.

Finally, head back to the ground to shoot the third core tucked inside a wooden box on top a shed. You can see it by standing underneath the catwalk and looking to your right when facing away from the ladder. If you're having trouble pinpointing the position of the cores, trace the red veins originating from the darkness vines.

Alternately, if you're a good shot you can get this core while standing on the catwalk. Look right to find the box over the core. Using your Hot Boner, fire a shot in a small crack in the box to hit the core.

With the cores popped, the darkness vines retreat and you're able to pass through the gate to the Darkness Hand. Roll past any demons milling about the backyard and rush through the gate to plug the Darkness Hand.



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Guns and Gear

Stars of the Show



Venture into the house behind the now-defunct Darkness Hand to visit with Christopher. Hold off on buying ammo—the house across the street has crates you can pilfer and there's a box of teeth around the corner outside, to left of Christopher's shop. Instead, fork over what you have for red gems and liquor, if you're in short supply. Head down the street when you're done.



Approach the eerie chapel at the end of the lane where you can catch a glimpse of Paula being dragged by Justine into the dingy church. In spite of her kicking and screaming, she manages no escape as Justine tugs on her blonde locks and forces her into the place of worship.

You need to find a way into that chapel. Unfortunately, the front steps have been destroyed, forcing you to take the long way around.

JOHNSON'S TIP

Exactly what is a church doing in the underworld? Haven't demons already passed up any chance at redemption in the eyes of the Creator? I mean, it's a little late to say your sorry when your skin is rotting off, your idea of a good meal is tongues cobbled together into a strawberry, and buxom babes with empty eye sockets gets your juices flowing.



Explore the area behind Christopher's shop to find a shed kept shut by creeping darkness vines. Snipping those vines away to reach the red gem locked within the shed requires blasting through the nearby guts wall.

On the other side is a pool of darkness within which you can fire at the cores powering the darkness vines. There are two: the first is mounted on a rock wall in the darkness, while the second is on the roof of Christopher's shop. Fire on it from within the darkness-filled cave. Once the cores are destroyed, the vines retreat and you can collect the red gem inside the shed.



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Give a Dog a Bone



To the left of the chapel is a gate leading to a graveyard. There's a baby demon gate on the other side of the building, but it won't open until you feed it an eyeball.

When you enter, you're immediately bullied by demons. At first it's just a couple of Masked demons, but the battle takes a turn for the worse when Psychoram and Punkgut demons turn up. Keep your distance to avoid getting slashed, stepping among the tombstones as you pop shots.

JOHNSON'S TIP

Light the hanging lamp near the graveyard entrance to get a better look at the demons you're fighting. You don't have to fight by the light of the lamp, but it sure does make spotting those Masked jerks much easier.



After defeating the group of about a dozen strong, three Crowzer demons appear on the far end of the cemetery in front of a guts wall. While you're welcome to take out each Crowzer individually, the most efficient means of dispatching the trio is by firing a sticky shot on the ground or at the demon in the middle, then detonating it to kill all three in a single blast. Even you don't manage to get all three, the survivors will be weakened, making it easy to finish them off.



Step over to the guts wall now that the cemetery has been cleared of demons. Excavate the chamber behind it to discover a juicy red strawberry ripe for the picking; but, you're going to have to tussle with two Witchdogs for ownership.

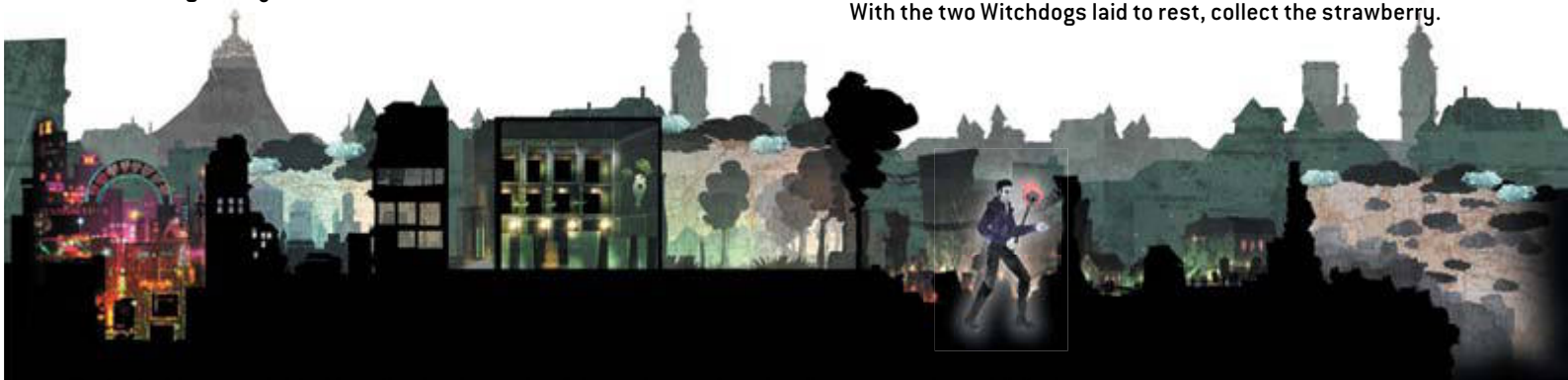
Dealing with two Witchdog demons is much harder than one, though the tactics are the same. First, concentrate on rolling out of the way when they launch themselves in spin attacks at you.



Second, flip the demons over by forcing them to smack into an object like a tree or tombstone—even the walls of the chamber work—or hit them with a sticky shot blast. Once you have them on their backs, a couple of shots from your Skullfest 9000 is enough to crack their cores.

Another great tactic is to chain Hot Boner sticky shots to knock the two Witchdogs on their backs. Exit the cave and turn around, immediately firing a sticky shot at the cave entrance. Detonate it as the Witchdogs pass by, then fire another sticky shot to damage them. Keep firing sticky shots to prevent them from getting up, repeating until they're dead.

With the two Witchdogs laid to rest, collect the strawberry.



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Holy Hell

A gate between the graveyard and church unlocks, but you're still barred from entry. Without a brain to feed yet another whining baby demon gate, you're stuck outside.



Although, you do have a strawberry and there is a door with an appetite for such a fruit. Remember that baby demon gate near the cave where you first arrived in the suburbs? Hike back to it and serve up your strawberry.



Expect resistance on the route back to the gate. Three Psychoram demons chilling in the backyard with the fireworks launchers are oblivious to your presence until you shatter the silence with a bullet to one of their heads. Finish the other two before continuing.



Feed the strawberry to the baby demon gate to scour the inside of the house for an eyeball (dinner for one of the baby demon gates near the chapel), a huge book on a podium, and a few barrels with goodies packed inside. Pocket the eyeball and collect whatever is available in the barrels, then trek all the way back to the gate to the right of the chapel (the one nearest Christopher's shop).

BOOK: BEAUTY IS BLIND

Stars aren't just brilliant, they're massive, as the sad tale of Justine teaches. Food is no friend or lover, this chunky monkey learns; rather, adoring one's self, the appreciation of your inherent worth, is what sees you through the day. That and demon chocolate-covered strawberries.



On the return trip, a Dominator demon decides to stroll by your side. Unfortunately, it also wants to cut off your head with its rotating blade arm. Avoid decapitation

by firing a light shot to stun the demon, then hit the core on its back with your Skullfest 9000. Other weapons work fine, but the Skullfest 9000 packs enough punch to pop the core in a couple of shots.



Cram the eyeball into the baby demon gate's mouth to gain access to the chapel's side garden. It's not much to look at—packed soil and some rocks—but there is a brain on the ground. It's exactly what you need to unlock the chapel doors; however, just as you reach down to pick it up, an over-sized hand punches through the earth, fingers closing around the brain into a fist.



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If you want that brain, you have to fight a whole lot of demons for it. A Cyber demon struts its stuff on the far end of the garden, joined by a Normal demon and Masked compatriot. Surprisingly, the Normal and Masked demons are the ones to heed in this fight. While the Cyber demon is stronger, it's also much slower than the others, which can leap and swipe at you with alarming speed.



More demons come out to play: wimpy Hollows, agile Punkguts, and muscular Psychorams all duke it out with you. Torch bashes are highly effective given the confines of the yard, as are execution moves pulled off by stunning with a light shot and then pressing the Action button.

Near the end of the fight, Psychorams appear as dark demons protected by a shield of darkness that has to be dispelled with a light shot before you go in for the kill.

More than a dozen different demons go down before the hand relinquishes the brain. Pick it up, head through the gate that connects the side garden to the front of the chapel, and feed the brain to the baby demon gate to gain entry.

Inside, Paula stands in a off-shoulder white dress, a blank expression on her face as you race to meet her among the pews. A warm embrace, a wet kiss, a snake-like tongue down your throat—it's not Paula, but that foul diva Justine. Ripping apart her disguise, she reveals herself fully and prances with joy for having fooled you.



Paula—the real deal—turns her back on you and slowly walks through a portal surrounded by darkness vines. Justine follows shortly thereafter, leaving you alone in the chapel with your thoughts and a coming wave of darkness.



You have no time to waste—look to where the walls meet the slanted ceiling to find four stained-glass windows. Shoot these out to reveal four cores powering the darkness vines holding the exit gate shut. With no way to dispel the darkness, your only option is to shatter the cores and follow the girls through the portal.

ACHIEVEMENT/TROPHY ALERT

Brave the underworld suburbs to complete Act 4-5 and you're granted the "Suburban Nightmares" achievement/trophy.





ACT 4-6: JUSTINE FOR ALL

On Cloud Six-Niner



Note

With nowhere to go but forward, a map for this 2D level has purposefully been omitted. Refer to the detailed walkthrough and accompanying screenshots to navigate this side-scrolling level's challenges.

Intent on dishing out death by a thousand paper cuts, Justine has prompted a final showdown in 2-D land. That's fine because your guns work just as well and expletives sound the same coming from a paper doll as they do in 3D.

Start by shooting a demon that pops up from the ground under a pair of white gems hovering in the air. A second demon pop ups beneath a second set of gems ahead.



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Collect two more white gems as Justine floats down on a cloud to view the action. Give her a good show by capping a demon that jumps up from the ground. More demons appear as the scene scrolls by, and all are easily defeated with a couple of well-placed shots.

Caution

As Justine floats through the scene, avoid her at all costs. Although she doesn't directly attack you, touching her drains your health.



Deal with a demon that leaps toward you as you approach a patch of darkness.

Snatch the white gems set within the darkness as you use light shots to clear it

away. There are two near the first cloud, two more farther ahead, and yet another pair next to a big cloud at the end of the patch.

Make it through the clouds to reach a checkpoint. If you've taken some damage, grab a bottle of liquor near the ground to the right of the checkpoint.

A field of fluffy white clouds lies ahead, transforming the screen into a maze of cottony puffs. They're harmless on their own, but together they form a dangerous labyrinth. Get caught on one of the clouds as the scene scrolls by and you can be squashed to death.




Maneuver through the clouds, making sure to avoid Justine as she drifts carefree. Also, pocket the three gems that appear at the front of the clouds.

Demons hiding in the clouds aren't as troublesome as they might seem. Fire at them from as much of a distance as possible, then rush in to collect white gems.



Watch the cloud formations carefully. More and more clouds appear, forming increasingly narrower pathways. While it largely doesn't matter what path through the clouds you choose, you certainly don't want to find yourself caught in a dead end. The benefit of having multiple routes through the clouds is that you don't have to deal with all of the demons that appear. Instead, choose a path and fight only the demon stationed along the way.

You know you've successfully navigated the clouds when you see two white gems, a bottle of booze, and a clearing on the right edge of the screen that gives way to a checkpoint.



JOHNSON'S TIP

Wiggle your stick if you think you're stuck on some clouds. Sometimes all it takes is jiggling a bit to free yourself from the white stuff.



In and Outcropping



Activate the checkpoint, then rush to the edge of the screen. Collect two white gems on opposite sides of a cloud hanging in the middle of the screen.

Two demons appear shortly thereafter, also on opposite sides of a cloud—one on top and the other below it. Killing the demon on top of the cloud nets you a Teether power-up for speedy shots, whereas dispatching the one below earns you an explosive upgrade. You only get one power-up (you can kill both demons, but you can only have one power-up activated at any given time and they aren't saved for future use), so choose wisely.



Either power-up is well-suited to combatting the barrage of demons that attack in the following clearing. Descending from the line of clouds above and jumping up from below, at least a dozen of the damned launch themselves toward you. Stick to the left side of the screen, resisting the temptation to advance too far to the right while you keep a constant stream of fire on these fools. Keep your eyes out for white gems that appear near the top of the screen.



Pay close attention to demons rushing up from below. To avoid getting hurt by these crafty creatures, shoot down at them from the cloud cover at the top of the screen. Alternately, you

can ignore them entirely by veering to the far right. As the clouds disappear and red-brown rocks appear on the horizon, a group of demons appears on the left. Either rush to the right and avoid them or duck underneath and fire up at them.



Take out the hanging demon above the rocks to grab two white gems before moving on.



White gems perched in the air above rocky soil await collection, although you have to dismantle two demons that pop up from the ground to get them. A third demon appears just as you pocket the gems. Load up explosive shots by picking up the power-up on the ground.

JOHNSON'S TIP

Whenever you're in a sticky spot, try tucking away at the edges of the screen. You can actually disappear off the edge a bit, giving yourself a little more breathing room when demons swarm around you. Just be careful, G—when you're at the extreme edges, there's no protection against demons that jump in from the sides.



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Keep floating through, above the barren earth, until you reach an outcropping with jutting rock formations and a lone white gem. You have a clear path to it, that is until a swarm of demons materializes from the rock. Use your newly powered-up gun to obliterate them. Since your inventory is limited, make the most of it by timing your shots so as to catch as many demons in a single shot as possible. Grab the gem when the coast is clear.



You're cut a break in the section that follows. No odd rock formations, mazes, or clouds of darkness. Instead, it's just you, a couple of sets of white gems hovering in midair, and a few demons that spring up from the ground. Collect the gems as you fight the demons, hanging back on the far left side of the screen to ensure that you steer clear of the creatures as they leap from the right.

Justine Served



A brief respite gives way to a collection of darkness clouds that scroll into view. One massive cloud transitions into several smaller clouds of darkness linked together in one long chain. Fire off light shots to clear them, working quickly to prevent demons jumping up from the ground from becoming hardened dark demons. Make sure to nab the white gems hidden in the darkness as you clear it away. Activate the checkpoint immediately following the final cloud of darkness.



As the ground rises up into a cliff that falls into nothingness, Justine descends on her cloud. The scrolling of the screen slows amid Justine's transformation from deranged, ordinary-sized demon to maniacal monstrosity.

Waste no time before attacking her, aiming your shots at the enormous glass helmet encasing her fragile skull. Hit the three red dots on the front-facing portion of the helmet while weaving among the droplets of acid flung into the air by Justine's mechanical suit.




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JOHNSON'S TIP

You might not have an umbrella to keep you dry, but you do have a gun. Unlike ordinary acid rain, you can shoot this stuff, G.



When you've hit each of the three red plugs, the helmet flashes yellow, signalling the next stage of this papier-mache madness. Send light shots over to Justine's helmet in order to drain it of fluid. This forces her to shed it and allows you to attack her unprotected head.



Without her helmet, Justine flies into a rage, raining down green acid and flailing her arms in anger. Fire on her head as she throws a temper tantrum.

When she stomps toward you on the left side of the screen, there's nothing you can do to avoid her grasp. Fret not, her squeeze has no effect on you; however, you're still vulnerable to the acid rain. Shoot the droplets overhead in between firing shots at Justine's head.


After a short while, she throws you away in disgust, allow you to fire free from her clutch. Stay vigilant and continue attacking her head. She's likely to grab you again, but it's just another opportunity to fire on her skull at close range.



Keep up the pressure and she ultimately succumbs, buckling under the intensity of your attacks. Shedding tears, she collapses to the ground, relinquishing a blue gem that grants an upgrade to your Skullfest 9000. The new **Skullblaster** (page 216) packs an even bigger punch, allowing you to combine four skulls into one massive grenade shot.

As one last parting gift, Justine reveals a hidden underground path to Fleming's castle—a shortcut, Johnson says, that will get you back into Paula's arms in no time.



 Nab all 50 white gems in the level and you receive a red gem for your work.

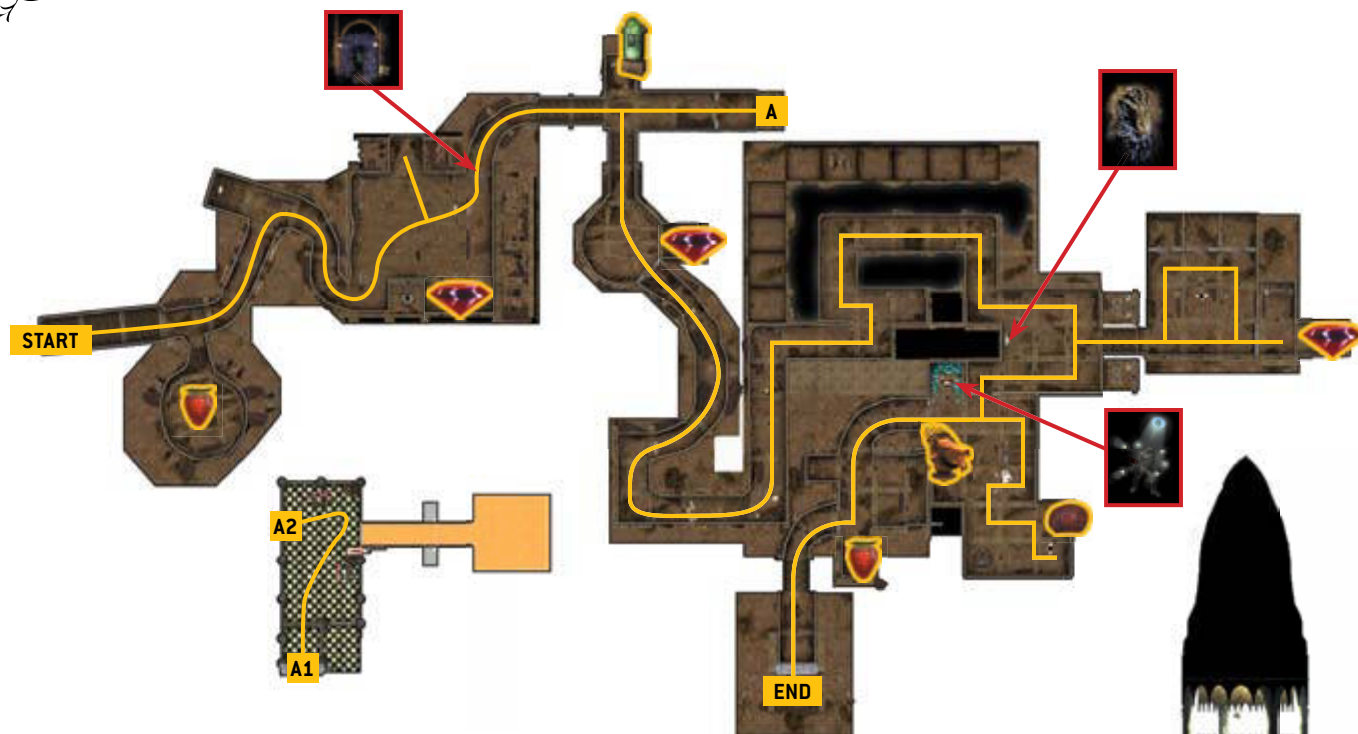
ACHIEVEMENT/TROPHY ALERT

Defeat Justine and you're rewarded with the "Flat Lust" achievement/trophy. Better yet, you also are endowed with the "Justine For All" achievement/trophy for completing the level. Double win!





ACT 5-1: TWELVE FEET UNDER



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The Longest Shortcut



Johnson's nifty shortcut to Fleming's castle is anything but—that numbskull has led you into catacombs, which are inhabited with as many rank demons as rotting corpses. Descend the steps into the main corridor and make a note of the baby demon gate to the right. You don't have the eyeball it so desperately craves right now, but perhaps later.

Travel through the eerie corridor, past corpses with bits of decomposing flesh still lingering on the bones laid to rest in the walls. There's nothing stirring, yet it's spooky nonetheless.



Round a bend to arrive at a spacious room outfitted with several gated chambers. It's like a jail of sorts, and three inactive demons sitting behind bars in the chambers across the room. They seem harmless enough, until you step near them. With a jolt of electricity, the **Electrodiode demon** (page 221), breaks free of its prison and sparks a battle.



Shoot the barrel in the corner to the right of the chambers housing the Electrodiode demons to uncover a red gem.



This hot-headed demon is amped up, charged by a row of red diodes on its back. Shattering these is the key to defeating it, and The Dentist, with its auto-targeting feature, is the best gun for the job. Resort to your Hot Boner if you run out of ammo, but don't bother with the Skullblaster. It's too imprecise for hitting the diodes.

The Electrodiode loves to ram you with its rush attacks. Fire in short bursts, and roll when the demon runs toward you.

JOHNSON'S TIP

Why not use a sticky shot from your Hot Boner on this fella? Aside from grossing the demon out, it can whittle down all the diodes in one blast. It won't shatter them quickly, but it can dish out damage to the whole lot.

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Shadows of the
DAMNED



through the struggle; however, miss more than that and you're toast.



that you have an eyeball, you can fulfill the tyke's wish.

On the way to the gate, though, a few demons bully you. Kill them without hesitation. Executions are ideal in the narrow corridor; stun with a light shot, then press the Action button to execute with a head bash, knee thrust, or other similarly devastating body hit.



Feed the eyeball to the baby demon gate, then shoot to lift the meat gate beyond it. Grab the strawberry on the ground; there's a baby demon gate back in the room where you fought the Electrodiode demon that will be pleased as punch by your discovery.

The ground trembles as a Witchdog emerges, threatening you with its spinning attack. Immediately break out your Skullblaster. Two shots are enough to kill the creature, so long as you can flip it on its back. The easiest way to do this is to roll out of the way when it launches a spin attack so that it hits the wall. One shot, two shots and it's dead.



JOHNSON'S TIP

There are more than corpses down here in the catacombs, G. Search wooden crates and barrels set against walls and in alcoves for ammo, liquor, and bonus white gems. At the very least, pocketing a few extra white gems can help you purchase more red gems from Christopher.



Return to the chambered room to give the strawberry to the baby demon gate guarding the room ensconced in darkness. Before you can drop it into the demon's mouth, though, you have to contend with a pair of Witchdogs. Stick to the tactics outlined earlier, using your Skullblaster to hammer the demons after tricking them into slamming against the wall.



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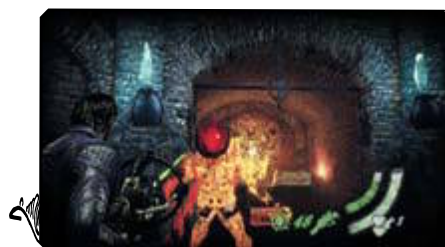
Stars of the Show



With the Witchdogs out of the picture, unlock the baby demon gate and step into the darkness. Turn around. You can see a red vein running across the ceiling from darkness vines in the corner to a core on the ground. You can't hit the core from anywhere else in the room but in the darkness, yet a green force field prevents a direct shot.

This is where your newly upgraded Skullblaster comes in handy. Pull it out and hold down the fire button to charge a grenade shot. Four skulls combine into one explosive charge that travels along an arc. Lob a charge at the core, which shatters and consequently kills the darkness vines.

Gutter Talk



but try as you might, they're gone before you get there, leaving you alone at a four-way junction with halls leading to a vending machine on the left, a baby demon gate pining for an eyeball across from the stairs, and a set of stairs leading to an unlocked gate to the right.

Step down to the gate and pass through to enter a small rotunda. A brain-eating baby demon gate stands on the opposite side of the room. It's quiet, until you turn to the left, and then a Dominator demon shrieks at you. Zap it with a light shot, then kill it with two quick shots from your Skullblaster.



Break the wooden crate sitting on the ledge encircling the rotunda to uncover a red gem.



The demon leaves behind a clutch of white gems and an eyeball. Perfect—you can serve the eyeball to the baby demon gate upstairs. On your way to the gate, stop by the vending

machine to load up on supplies. When you're satisfied with your stock, head to the baby demon gate, feed it the eyeball, and then enter the darkness on the other side.



The gate opens into the unlikelyst of places: a bowling alley complete with flickering monitors and 1950s decor. Unfortunately it's shrouded in thick darkness, so your first order of business is to wake up the goat's head mounted on the wall with a light shot to brighten things up.



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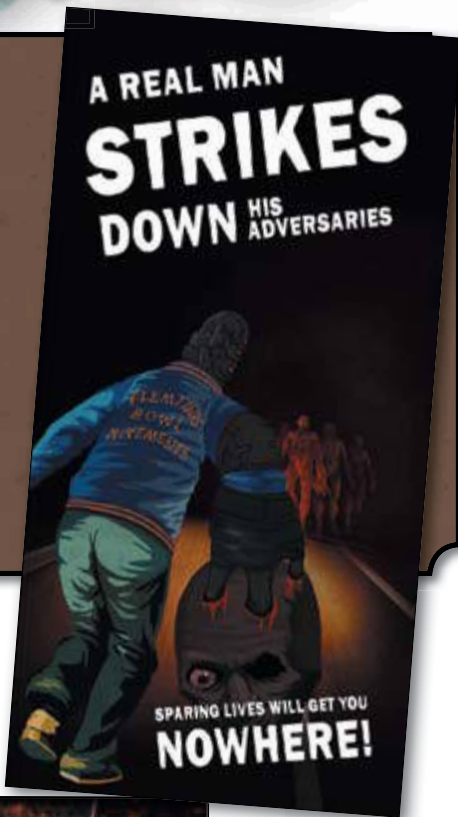
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POSTER: A REAL MAN STRIKES

Don't be a chicken, be a turkey! Three strikes and you're not out—you're in the game with a sweet, sweet score that even His Royal Pickiness Fleming can respect. Get your mind out of the gutter and into the game.



Before you leave the bowling alley, why not knock down a few pins? Equip your Skullblaster and position yourself in front of the polished

wooden lane. Charge up a grenade shot, then line it up so that when you shoot, the skull rolls underneath the glass and knocks down the demon pins standing at the end of the lane. Land a strike and you're rewarded with a squishy brain—just the ticket for unlocking the baby demon door downstairs in the rotunda.

JOHNSON'S TIP

I'm not a professional bowler, mind you, but I have been known to hit the lanes from time to time. Allow me to give you a pointer: Aim your shot slightly to the left or right of the front pin. If you hit that first pin dead-on, you might end up with a nasty split in the back; however, off-setting your shot shifts the momentum of the pins as they fall and increases the likelihood of getting a strike.



Return to the baby demon gate to give it the brain. When you arrive at the rotunda, though, the baby demon clams up in the presence of bigger, badder demons. Normals, Punkguts, and sinewy Psychorams attack in a desperate effort to prevent you from getting through that gate. Respond in kind and kill them all. Head shots with your Hot Boner do the trick, although torch bashes and Skullblaster shots get the job done, too. With the demons defeated, feed the brain to the baby demon gate and walk through.

Playing Hard to Get

A quiet corridor stretches in front of you. Crates and barrels stacked haphazardly on the ground block the way forward. Shoot them to clear a path, greeting Willie as you walk through the splintered remains.



Not more than a moment passes when Paula reveals herself, stepping out from a coffin leaned against the wall. The crazed look on her face means only one thing: Run!



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JOHNSON'S TIP

Hit Paula with a light shot to temporarily stun her. It stings, but it isn't lethal. Sometimes you have to provide tough love, G. And from what you've described, she likes it rough.



matters—one slipup, one missed shot can mean the difference between leaving Paula in the dust or receiving her kiss of death. After shooting your way through a series of connected corridors, hurry through a gate and shut it behind you.

Leave Paula pounding on the gate and proceed deeper into the catacombs. Before turning left to continue exploring, tuck into the alcove on the right to nab a bottle of tequila that's resting on a coffin.



As you race forward, whip out your Hot Boner and fire on crates and barrels clogging the corridor. Exploit barrels of light to destroy multiple items in one shot. Time



they're joined by a Crawler and several Hollow demons.

Your first priority is the Crawler. There's a goat's head on the far end of the room and the Crawler runs to it with hopes of plunging the area into darkness. Prevent this from happening by killing the Crawler.

Should it manage to scale the wall and yak on the goat's head, zap the goat's head with a light shot, then attack the Crawler. You can't work on destroying the plugs and Antenna demons until you permanently put the Crawler to rest and ensure the room won't flicker between light and darkness.

The corridor widens into a multi-chambered room filled with plugs—the Antenna demon's calling card. Two of the electric tweakers are buzzing about the room and



Next, turn your attention to the Antenna demons and their network of plugs. Two plugs sit on the main walkway, joined by a handful of additional plugs set within chambers across a pit that runs the length of the room. Destroy the plugs before attacking the Antenna demons to prevent them from teleporting to across the room.

When you've eliminated the plugs, fire on the two Antenna demons. Beware of their explosive death throes—these odd creatures blow up in a huge ball of electricity that can fry you if you don't roll out of the blast zone.

Talk to the Blindness Hand



A gate unlocks to the right of the goat's head. Step through it and walk down a short hallway to reach a section of the catacombs bathed in darkness. Enter the darkness and glance up at the ceiling: A thick blue, ridged umbilical cord runs down a flight of stairs from a **Blindness Hand** (page 221) covering a goat's head in an alcove to the right. There's also a thin red vein leading to a core behind you; shoot it before heading down the stairs.

Shadows of the DAMNED

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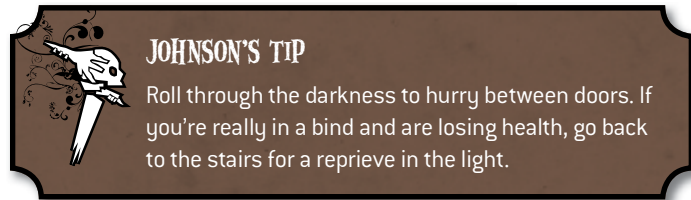


Several veins mingle on the ceiling, snaking through doors covered in darkness veins. Behind one of these doors is the contraption powering the Blindness Hand upstairs. In order to find it, you need to unravel the knot of veins, cores, and darkness veins.



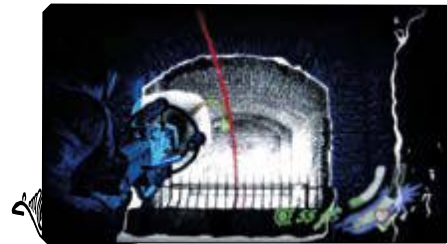
Start by going through the unlocked door in the back corner. There's a soul booster on the floor that instantly replenishes your protection from the darkness. Shoot the core located inside, then return to the hallway.

Go through the adjacent door to find another core. Shatter it and exit to the hallway.



JOHNSON'S TIP

Roll through the darkness to hurry between doors. If you're really in a bind and are losing health, go back to the stairs for a reprieve in the light.



Travel to the door opposite the stairs, which is now unlocked. Inside is a core set in the ground behind a wrought iron barrier. You can't shoot the core since the barrier prevents you, but you can lob a Skullblaster grenade. Charge one up and drop it on the core.

Several veins mingle on the ceiling, snaking through doors covered in darkness veins. Behind one of these doors is the contraption powering the Blindness Hand upstairs. In order to find it, you need to unravel the knot of veins, cores, and darkness veins.



Shoot the barrel against the wall in the room where you lob a Skullblaster grenade to destroy a darkness vine core to find a red gem.

Return to the hallway and go to the door at the opposite end. Ignore the demons milling about—there's nothing you can do to defeat them in the darkness, so don't waste time attacking. Open the door and say hello to a bottle of tequila. Collect the booze and shoot the red core on the wall.



With the final core broken, the room containing the contraption powering the Blindness Hand unlocks. Race over to it and destroy it with a shot from your Skullblaster.

That frees the goat's head from the clutches of the Blindness Hand and enables you to hit it with a light shot. Go upstairs, do your duty to dispel the darkness, then continue along a newly revealed path to the right of the goat's head.



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Go through the gate at the end of the hall and swivel to the right to find Christopher conducting business in a nook in the wall. Purchase red gems and other necessary supplies before continuing through another open gate at the end of the hallway.

Dying to Get Out



Stairs cascade from the gate, leading to a spacious room with a wood panel on one wall and a Blindness Hand on another. It seems to be a dead end, but the moment your feet touch the ground, a Hammerkop demon crashes through the wood into the room.



You have two options for defeating the lumbering loser: attack it directly or conjure darkness to kill it indirectly. The first is more laborious, but also more enjoyable. Load up The Dentist and fire when its targeting system has a lock. Keep firing until the Hammerkop goes down. Alternately, you can use grenade shots from your Skullblaster, although these require precise aim lest your grenades miss and tumble wastefully into a corner.

Your other option is to destroy the generator powering the Blindness Hand on the wall to expose the goat's head beneath. Next, free the Crawler trapped inside the cage behind the remains of the wood panel and let it puke all over the goat's head. The resulting darkness kills the Hammerkop, leaving you to deal with the Crawler and return the area to light.



Even if you don't opt for this tactic, make sure to grab the bottle of Absinthe next to the generator—it does a body good by replenishing your health.



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JOHNSON'S TIP

Cheat the demon out of an opportunity to attack you by staying put on the stairs. For whatever reason, the dumb beast can't attack you so long as you fire at it from the top of the stairs.



Although the demon is dead, you still don't have a way out of the catacombs. A brain sits locked behind a baby demon gate that's crying for a strawberry, but you don't have one. Leave the room and check the gate next to Christopher's nook. It's open now that the Hammerkop has been killed.

Through the gate and around the corner a strawberry sits on the ground near another baby demon gate. That baby demon wants a brain—a brain you can get by taking the strawberry from this room down to the other baby demon gate guarding the brain downstairs.

Unlucky for you, crazy Paula shows up and if you don't hightail it out of there with the strawberry in hand, you can kiss your chance of escaping the catacombs good-bye. Avoid Paula by circling around the first column. Race over to the strawberry and pick it up, then hustle back to the gate.



With strawberry in hand, return to the baby demon gate downstairs. Give up the strawberry in exchange for access to the brain behind the gate.

Now, venture back to the other baby demon gate upstairs. Fortunately, Paula is long gone and you can feed the brain to the baby demon gate without harassment. Go through the gate and down a set of stairs to reach a large door leading to Fleming's castle. Shortcut complete.

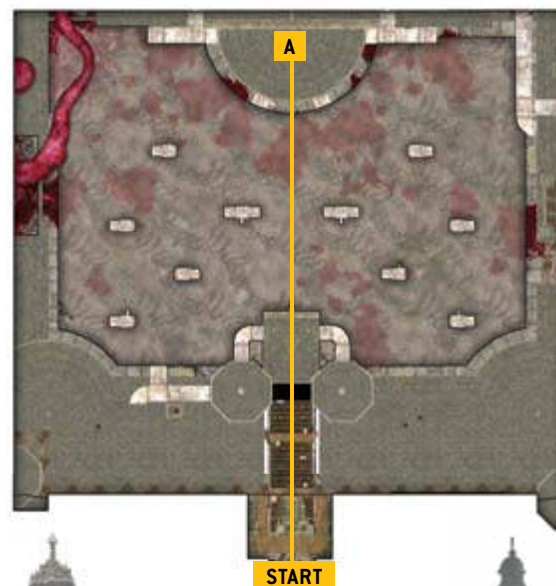
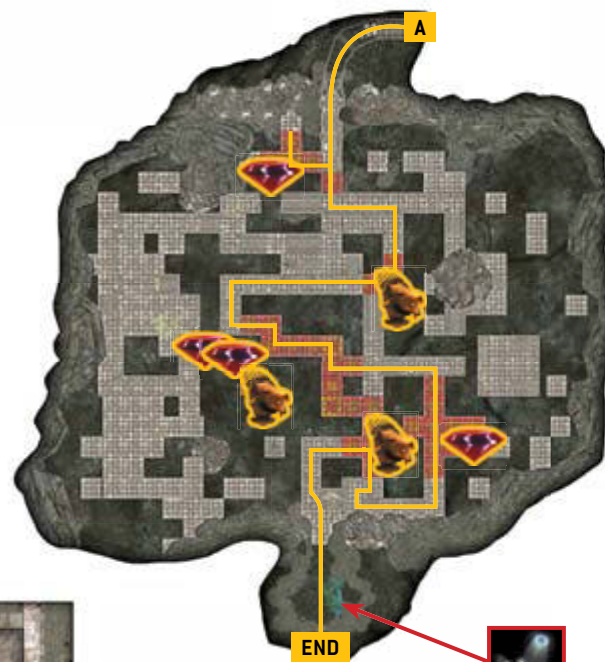
ACHIEVEMENT/TROPHY ALERT

Make it through the catacombs in Act 5-1 alive and you receive the "Twelve Feet Under" achievement/trophy as reward.





ACT 5-2: DIFFERENT PERSPECTIVES



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Knocking on Hell's Door



Johnson's ridiculous shortcut stymied your progress, though now that you stand mere feet away from the front of Fleming's castle it's water under the bridge. Open the double doors leading to the castle courtyard and—whoa! An army of demons stands ready to fight on the other side, salivating at the chance to slay Garcia Hotspur, murderer of demons.

Pull the doors shut and pray that they're just a figment of your imagination. Taking on all of those demons at once is a harrowing thought, but if it's all that stands between you and Paula, then bring them on.



Open the doors again; the demons are real and ready to rumble. Get first blood by firing on the Normal and Punkgut demons that rush you at the door. The lumbering Cyber



demons in the back are less of a concern and the Psychorams can be dealt with using the barrels of light scattered about the courtyard.



Roll away from the door to prevent yourself from being cornered. Face the demons after gaining some ground. Taking them out one by one is a decent plan, although it's better to first make use of the barrels of light to nail several demons in one blast. Time detonations wisely so that you catch as many demons as possible—don't just shoot the barrels haphazardly.

The battle doesn't end when the demon army goes down; on the contrary, they were just the first wave. A hand shrouded in darkness punches through the castle's front door and deposits two Witchdog demons.



Defeat these naughty doggies by forcing them to slam into the stone structures littering the courtyard. Focus on one Witchdog at a time, taunting it to spin into an object, then hammering its core with your Skullblaster when it falls on its back.

JOHNSON'S TIP



If you're as skilled a demon hunter as you often like to boast, G, try getting the Witchdogs to bump into each other. Have one of the Witchdogs spin toward you, then roll a few feet away to a different position and taunt the other Witchdog into rolling there. Finally, stand between both of the Witchdogs and roll out of the way as they spin toward you so that they slam into each other. With both demons on their backs, you can pound them with your Skullblaster in quick succession.



Kill the two Witchdogs and you face Fleming's last line of front-door defense: a pair of Electrodiodemon demons. A hand appears, dumping the two demons into the courtyard. Switch to The Dentist and use auto-targeting to attack both demons simultaneously. Alternately, you can use Skullblaster grenades, although there's a high risk of missing your mark considering the speed with which the demons move.



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Maintain adequate distance from the Electrodiodes to avoid getting snatch up by their spindly arms. If you're grabbed, follow the button prompts that appear on the

screen to wriggle free. Fail to hit the buttons in the right order and it's game over.



A great technique for defeating the Electrodiodes involves firing Hot Boner sticky shots onto their bodies and detonating them to damage the diodes on their backs. It's more work than The Dentist's auto-fire-and-forget, but it's more damaging. A few sticky shots is enough to bring down an Electrodiode. Plus, there's the added bonus of damaging the other demon if it happens to get caught in the blast radius of a sticky shot.

When the two demons are dead, the front door of the castle unlocks and you're free to enter.

Escher's Crib

Walk through the entryway and read a curious sign: MOOR PU DEKCUF. It doesn't make much sense, as though it's written in a foreign language or carved into the stone backwards.



Traipse up the stairs and take in the bizarre beauty of the Escher room. Huge blocks twist and turn in the air, creating new passages and dead ends in three dimensions. Nothing is quite what it seems in this topsy-turvy cavern.



Not every stone block in the room can be moved, though. Only red blocks are adjustable. Special loud-mouthed control boxes are used to manipulate these crimson blocks. Insert

Johnson into these grinning control boxes to reposition red blocks and create new paths to explore.



Begin by flipping the T-shaped block to your right to create a bridge that connects you to another control box. You want to position the T-shaped block so that the part that juts out

from the top of the T links up with the floating block housing the control box.

Use the second control box to rotate a block of stairs near the main platform (where the first control box resides). Collect ammo from the crates sitting on an adjacent block, then head over and up the stairs you just set in place.



After you reposition the T-shaped block, collect a red gem when you walk across the block.



Go through the gate at the top of the stairs. You're immediately attacked by a Masked demon and Crowzer, with the latter perched on a set of inaccessible stairs hovering in midair. Deal with the Masked demon first—a shot from your Skullblaster suffices—then shoot the Crowzer with your Hot Boner before continuing down a set of steps to the left.

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JOHNSON'S TIP

Use The Dentist to take out a few additional Crowzers camping out on various blocks in the room. While you don't necessarily have to do it, not having bloody crows spat at you makes working with the control box ahead much easier.



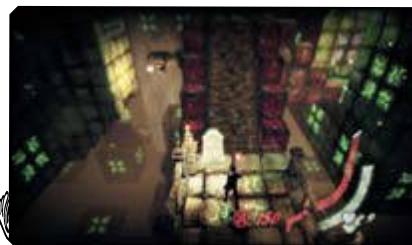
The control box is attached to an oddly shaped block immersed in darkness with several sets of stairs and a goat's head on one flat side. You need to continue

through a gate to the right of the block, but it's barricaded with gore. Dispelling the darkness clears the barricade and grants you passage through the gate hidden underneath.

First, you need to position the block so that you can climb a set of stairs up to the goat's head to hit it with a light shot. This lifts the darkness and clears the barricade to the right.

JOHNSON'S TIP

Linger on the block for a moment after you shoot the goat's head. There's a bottle of tequila worth taking on an adjoining block. Fleming always did keep a well-stocked liquor cabinet, I'll give him that. How else do you think he motivates all these feral demons to his cause?



Next, return to the control box and reposition the block so that it connects you to the gate on the right. You want to line up one set of stairs in front of the control box and a

second set leading down from the top of the block to the gate. Run up and then down the two sets of stairs to reach the gate. On the other side waits Willie, who saves your progress.

Bridge Builder



Move down a long stretch of blocks to confront a Punkgut demon. A squeeze of the trigger on your Skullblaster is enough to stop its advance. More demons appear. A Psychoram is next to feel the sting of a Skullblaster shot, followed by a Masked demon.

Upon the Masked demon's demise, a giant block rises into view. It has a Crowzer on top. It's close enough that you can stick with the Skullblaster, shooting it at mid-range for the kill. Succeed and then another massive block appears, bringing with it a second Crowzer and a Punkgut companion. Dispatch the Punkgut before working on the Crowzer on the block.

With the Crowzer gone, the block sinks from sight and three Punkgut demons charge you from the gap left in its place. Stand at the edge of the platform and hold them back with your Skullblaster.



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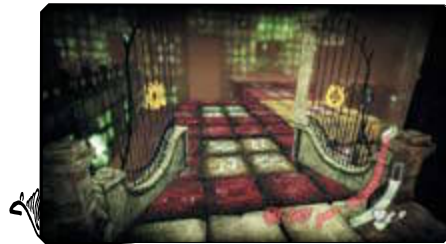
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control boxes on the main path. Toy with the control box on the right to position the first block, lining it up with the gate.

When you succeed in connecting the block with the gate, a Cyber demon stomps toward you. Bust out your Hot Boner, fire a sticky shot to break its armor, then finish it off with regular shots.



left edge of the first block. This creates a bridge that runs from the gate to a staircase on the far end of the room. As soon as both blocks are positioned correctly, the gate unlocks.

Make your way though the now-open gate across the block bridge. Two Psychoram demons sprint toward you from the stairs, eager to put your journey to an end. Kill them with your Skullblaster, then switch to your Hot Boner to fight a Cyber demon approaching from behind. Crack its armor with a sticky shot before using regular bullets for the kill.



a means of lifting the darkness from the bridge. Turn to the right of the bridge to spot a block spinning in midair. Patiently wait for it to turn around and reveal a bleating goat's head. Hit it with a light shot to dispel the darkness.

Despite your obliterating the demons, a locked gate prevents any further progress. To continue, you need to line up two zigzag-shaped blocks attached to a pair of

Over the Cyber demon's dead body, work on lining up the second zigzag block from the control box on the left. This time you need to line up the right edge of the block with the

Leave the bridge by taking the stairs on the far end. If you're running low on alcohol, opt for a detour to the right of the stairs where you can find a vending machine.



After clearing the bridge of demons and lifting the darkness, a set of stairs connects with the blocks. Walk down them to find a red gem at the base; continue down another flight of stairs to collect a second red gem.

Last Minute Shopper



At the top of the stairs is a control box tied to a massive irregularly shaped block complete with a large set of stairs. You can walk across it to another platform, which gives way to a long staircase that leads to a dead end. You need to reposition a block located in this dead end so that you can access the exit in the corner.



Turn the main block formation upside-down to uncover a red gem. Position the block so that you can walk onto the side with the red gem and collect it.



Shadows of the DAMNED

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To do this, go back to the control box. Use it to move the block so that the flight of stairs on the block lines up with the platform you're standing on.



Hop down the stairs to find a second control box. This one controls a block you can maneuver to connect the aforementioned dead end to the exit. Unfortunately, darkness falls just as you reach the control box. There's a goat's head ready to return the area to light, but it's facing away from you on the block near the dead end.



What seems like sour grapes can end up sweet juice—work quickly and you can position the block to resolve the dead end and lift the darkness without much hassle.

In addition to moving fast, you need to have enough liquor to top off your health when it runs low. There aren't any soul boosters around, so you're relying on your personal stash. If you need to fill up, visit the nearby vending machine.

Begin with the control box at the bottom of the stairs. Activate it and move the associated block so that it connects the dead end to the exit. This also puts the goat's head in a prime position for hitting it with a light shot.

Caution

Although it appears as though you're not taking damage when tinkering with control boxes in the darkness, you slowly lose health during the process. When you stop using a control box, your health gauge will reflect the amount of damage received during your time spent fiddling with the control box. As such, it's a good idea to take regular liquor breaks to recoup lost health.

Head back up the stairs to the original control box and turn the big block so as to walk across it to the other platform. Right before you head down the stairs, look down at the goat's head mounted on the side of the block. Wasting not a second more, fire a light shot at it to lift the darkness.



Tip

Alternatively, you can also rotate the block first, detach from the room controller, then shoot the goat lamp from this position, instead of heading back upstairs to shoot it.

Now you're home free. Hurry down the stairs and over the block bridge toward a gate leading to the exit. The gate segues into a cave, where Christopher has set up shop. This is

it, amigo: your last shopping opportunity before the big confrontation with Fleming. Buy up as many red gems as you can afford, using whatever white gems you have left for alcohol and ammo.

When you've said your good-byes to that weird, yet lovable merchant, jam Johnson in the big door to pry it open and leave the entryway of Fleming's castle behind. MOOR PU DEKCUF, indeed.



ACHIEVEMENT/TROPHY ALERT

Succeed in Act 5-2 infiltrating Fleming's domain and you net the "Different Perspectives" achievement/trophy.



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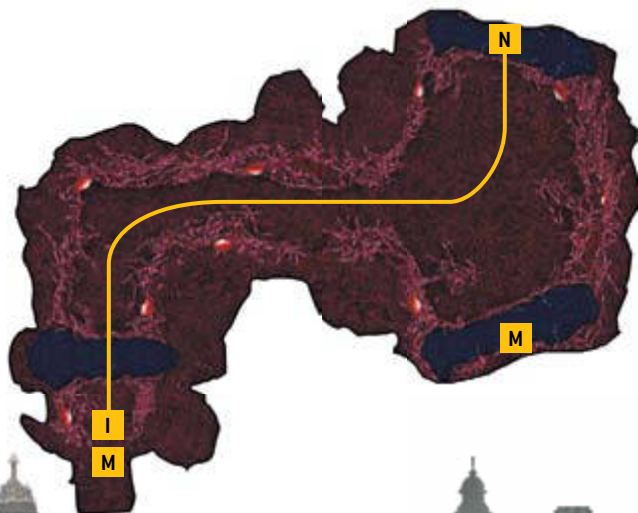
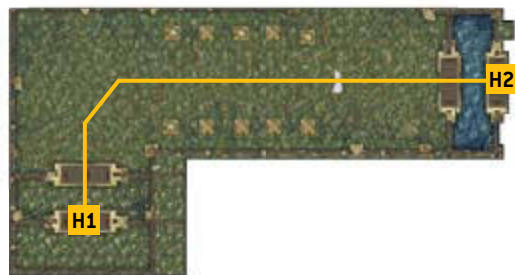
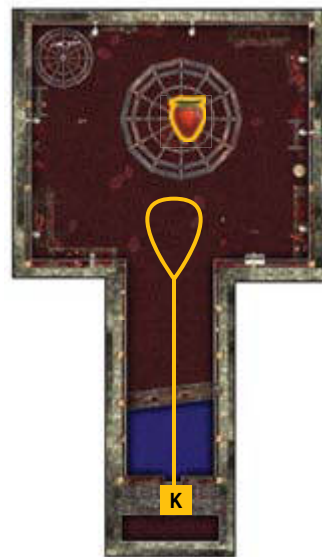
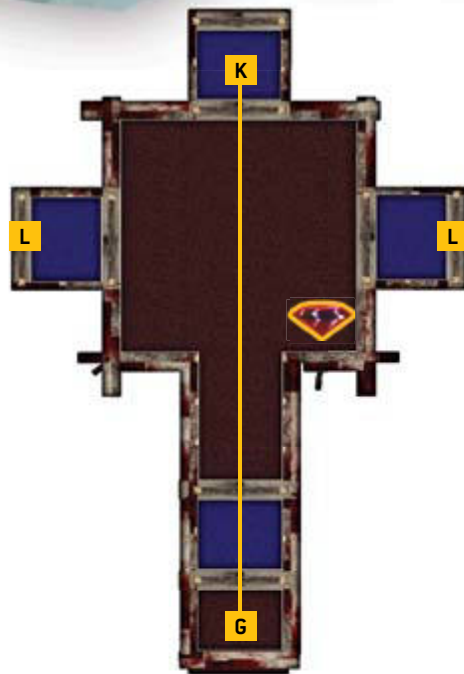
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Going Up



up using the spiral stairs in front of you. Two cracked stone walls block the stairs, but a couple of sticky shots are all you need to clear the way.



After the second stone wall, enter the shaft through a door on the right. A bottle of tequila sits unclaimed in the center of the room, so why not pick it up? As soon as you do, the tower shakes and dark demons fall from a hole in the ceiling.

A dark Psychoram and a Normal demon get things started, slashing you with their sharpened claws. Hit them with light shots, and follow up with your Skullblaster to turn them into piles of gore.

Shortly thereafter, two Cyber demons burst through the walls. More dark demons drop in from above, too. Keep your distance from the Cyber demons while you concentrate on defeating the others. Once you've wiped out the other demons, work on cracking the Cyber demons' armor and putting them to rest.



A soul booster buys you a little time, but there's no need to linger—leave through the portal as soon as possible.

Fleming's tower stretches high above you, pulsing with devilish energy. Thick veins snake around the structure, choking the shaft as it winds upward. Make your way

Instead of dropping you back into the main tower, you're deposited into a game room. A huge pachinko machine stands before you. Two demons and a darkness vine core are trapped inside. The core attaches to darkness vines wrapped tightly around a gate leading to the exit. If you want to proceed up the tower and fight Fleming, you have to play Skullblaster Pachinko.



Step toward the machine and darkness falls, which highlights the blood-red darkness vines' core. Charge up a Skullblaster grenade and lob it into the machine, aiming for the core at the base. If you miss, adjust your aim and try again. There's ammo nearby in case you run out, so keep trying until you finally drop a grenade onto the core.

Kill the two demons at the base of the Skullblaster Pachinko machine to earn a shiny red gem as your reward. Pick it up in front of the exit portal on your way out.



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The darkness vines retract, granting you leave through a darkness portal behind the gate. Enter and witness Fleming as a giant looming large as you hurry through the biting darkness in search of an exit. Before you come up with any results, there's a blinding flash of white light and you're back inside the tower.



A staircase crafted from some unknown creature dominates the room. It clearly was quite the beast, as its long spine forms steps that lead back to the spiral walkway that winds up the tower. Before you continue, though, break the boxes and barrels scattered about the room for ammo and alcohol.



Trudge up the tower to reach a room inhabited by two Punkguts fiddling with an Electrodide demon. You have no chance to stop their dirty work—the Electrodide jolts to life and the battle is on.



Rid yourself of the two Punkguts so you can focus on taking out the much stronger Electrodide demon. An easy and highly effective tactic is to fire a sticky shot onto the Electrodide and detonate it. Not only does this damage the big guy, it also obliterates the Punkguts—if you can catch them in the blast radius, of course.

When it's just you and the Electrodide, keep peppering it with sticky shots and setting them off to crack the diodes lined up on its back. A portal appears once the demon is dead.

The darkness vines retract, granting you leave through a darkness portal behind the gate. Enter and witness Fleming as a giant looming large as you hurry through the biting darkness in search of an exit. Before you come up with any results, there's a blinding flash of white light and you're back inside the tower.

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Break a barrel at the base of the spinal staircase to pocket this red gem.

Madness Maze



Pass through the portal into a spacious dining room decked out for a meal. A baby demon gate cries for a strawberry, but you have none. No doubt it's to be found in one of three darkness portals set in the walls of the room.

JOHNSON'S TIP
Quit faffing around, G. The solution to the maze is right, then forward.

Head through the portal on left; you're taken to a room made of internal organs. Intestines form the walls that drip with blood and the faint vibration of beating hearts can be felt.



Two portals at the end of this room offer up no strawberry. The one on the left leads to a beautiful but deadly garden with a fake Paula draped over a fountain, whereas the portal on the right doubles back on itself. Return to the dining hall by backtracking through any portal.



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refreshing change from feces-covered walls and blood-splattered windows.

Lying in repose down the garden hall is Paula. Her peaceful expression doesn't give the slightest of hints at the tormented soul inside caught between your love and Fleming's perverse authority. Leave her be and return to the dining hall to resume your strawberry search.



Make one last attempt to find the strawberry through the portal on the right. Abandoning the lovely decor of the garden hall, it's back to corpses and crap. Bodies hung from hooks crowd the room. A few Normal demons mope about, although you can ignore them and roll toward three portals at the end of the room. The two side portals double back, but the one in the middle takes you somewhere new.



Search among the hanging corpses for a barrel. Shoot it to collect the last red gem in the game.

ACHIEVEMENT/TROPHY ALERT

Collect the final hidden red gem in the maze and the "High in Las Vegas" achievement/trophy is yours.

You must collect all 38 hidden red gems scattered about the underworld from Acts 2-1 to 5-2 and buy an additional 42 gems from Christopher to unlock the achievement/trophy. That's a grand total of 80 beautiful red gems.

If you're missing a red gem, refer to the "Achievement/Trophy Guide" section that starts on page 74. There's a comprehensive list of every red gem and its location. Additionally, you can flip through the walkthrough and search for the red gem icon for details on where to find red gems.



With the demons dead, the cage rises out of the way. Pocket the strawberry, then return to the dining hall and feed it to the baby demon gate.



Pass through the darkness portal behind the unlocked baby demon gate to arrive at an elevator that services Fleming's quarters. Collect ammo and alcohol from the crates and barrels stacked at the sides of the elevator before stepping into the contraption and riding it to the top.

ACHIEVEMENT/TROPHY ALERT

It ain't called the Castle of Hassle for nothing. Finish the mind-bending Act 5-3 and you earn the "Castle of Hassle" achievement/trophy.





ACT 5-4: THE FINAL CHAPTER

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Fleming's foyer is both ornate and ominous. After trekking through the depths of the underworld—a damned city, its murky sewers, a haunted forest, and hellish suburbs—the final showdown is about to commence. Head up the stairs to confront the lord of demons and get your baby back.



True to form, Fleming is indulging in a snack: a human leg sliced off mid-thigh—Paula's thigh. It's a revolting act meant to throw you off guard and it works. In a moment of pure fury, you fire a shot at the six-eyed freak; however, it doesn't land in his hardened flesh, but in Paula's supple skin instead.



As the horror of having killed your own girlfriend sets in, Fleming vows to end this war once and for all. Paula, he claims, is his and his alone.

The objective is clear: Kill Fleming, take Paula, and leave the underworld.

Royal Rumble



Fleming attacks from the center of the room. Stay away from him to avoid getting whacked by his massive staff. Shoot at him from a distance.

When he lifts himself into the air, twirls around in a flurry of pink energy, and slams into the ground, a wave of destructive energy emanates from the center of the room. Roll to avoid taking damage, timing your roll so you avoid the wave just as it passes under you.

JOHNSON'S TIP

Roll along the perimeter of the room when evading Fleming's attacks. Not only does this give you greater leeway when avoiding his attacks, but you can stock up on ammo located in crates along the room's outer edge.

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He's particularly fond of this electric blast. When you see Fleming's head start to glow pink and pull back, he's readying the attack. Electric bolts fly from his forehead, zapping a huge chunk of health if you don't roll to evade them.



Occasionally, Fleming opens his trench coat like a watch thief pedaling his collection in a back alley. Hold your fire. Shooting him registers no damage, but more importantly the bullets hit Paula. You don't need to put salt in her wounds.



Occasionally, Fleming opens his trench coat like a watch thief pedaling his collection in a back alley. Hold your fire. Shooting him registers no damage, but more importantly the bullets hit Paula. You don't need to put salt in her wounds.

Evading Fleming's attacks is made more difficult when he summons darkness. With a dastardly spin, bubbles of darkness fill the room. Quickly fire a light shot at the goat's head swinging from the ceiling. It rocks back and forth, which only adds to the challenge of lifting the darkness.

Worse still, Fleming continues to attack in the darkness, so pay attention and roll whenever he fires off electric blasts or pounds the ground with his meaty staff.

JOHNSON'S TIP

Use your Skullblaster when attacking Fleming. Its super-powerful shots will put a damper on his confidence. Wait until he starts to crack before switching over to your Hot Boner.

Be diligent and pop shots at Fleming between his attacks. Successful hits shed blood. Exert enough damage and Fleming's body cracks; fire a sticky shot from your Hot Boner and detonate it to break his body.



The demon lord falls apart in three pieces, which then spin around the room. Using The Dentist, fire on the piece gleaming red. Make sure the targeting reticle is red before firing, otherwise your shots won't necessarily register with the body part. A squishy sound and splash of blood signals a successful attack.

Defeating Fleming requires hitting all three pieces, which spin in the air after you've broken his body; in other words, you need to repeat the pattern another two times before the big bully goes down for the count. On Legion Hunter and Satanic Hell difficulties, Fleming has more health and it takes more time to break his body.



After the first cycle, Fleming steps up his attacks. With greater frequency he fires a continuous stream of electric energy from his trench coat. When you see him open his coat and charge up an orb of energy, roll out of the way. This attack is used during the first cycle, but Fleming uses it more often as the battle intensifies.



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Cautions

Get caught in Fleming's electric stream and you're in for a continuous attack that can wipe out your health gauge. Do everything possible to avoid this attack.

If you're having difficulty standing up, roll back from the hole so that you're not hit by body parts flying out.



Fleming also likes to shield himself from your shots by conjuring a green force field, yet, it has a weakness. Holes in the top of the shield can be exploited using your Skullblaster. Charge grenades and drop them through the holes to blast Fleming inside.



During the final cycle when Fleming is on his last legs, he introduces one desperate new attack. Opening his trench coat, he lets loose a hand that pulls you onto a darkness-

covered plateau. Behind one of three cracked stone walls is a portal that returns you to the battle, but you have to contend with the soul-sucking darkness and dark demons thirsty for blood while demolishing the walls with sticky shots.

The best tactic for dealing with this attack is avoidance: Roll out of reach of the hand to avoid getting pulled into the darkness altogether.



When Fleming's body parts circle around the room one last time and you succeed in riddling the third piece with teeth, he finally succumbs. Torn from within by rays of pure

light, his body dematerializes and leaves behind a swirling hole of body parts.



And it's done. The lord of the underworld has been defeated. You and Paula can live . . . not so happily ever after. It ain't over until the blonde bombshell sings.

ACHIEVEMENT/TROPHY ALERT

Defeat the lord of the underworld in Act 5-4 and you rightfully deserve two achievements/trophies: "The Final Chapter" for completing the level and "I Defeated the Last Big Boss" for felling that six-eyed freak. Feels good, doesn't it?





ACT 5-5: TIL DEATH DO US PART

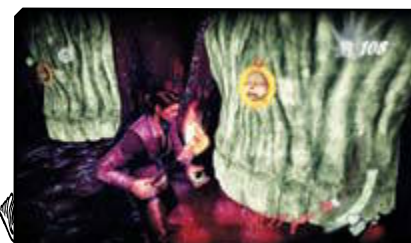
Man-eater



After all that you've done for her, after the horrors you've endured, after all the demons you've slain, Paula has no thanks. Instead, she swallows you and Johnson whole, depositing you into her own nightmarish world.



Lift yourself from the throbbing ground to confront a winged Paula filled with hate. She is unforgiving and intent on destroying you. With no mercy or understanding, she pledges not to forgive you for making her a pawn in your feud with Fleming.



An eyeball sits in the center of a circular room surrounded by baby demon gates. One of the gates is hungry for an eyeball and willing to grant you exit, but which one? Pick up the eyeball

and rush to find the baby demon gate willing to swallow it.

Finding the exit isn't enough, though. You need Paula to follow you through. Johnson advises you to clip her wings, then drag her through the portal. Break out The Dentist and start firing on Paula's two red wings.



Paula uses three main tactics: charming you with kisses, disorienting you with a vortex, and drowning you in waves of blood that shoot up from the ground. All three can be evaded by rolling when you see the attack.



Paula also like summoning dark demons to attack you on the ground. These can be troublesome. Since she keeps them coming no matter how many you kill, it's best to roll away and ignore them. The focus needs to be on shooting Paula's wings—don't get sidetracked by her minions.



JOHNSON'S TIP

If you can't handle the harassment, a close-range execution is an efficient means of taking a demon out of commission in this enclosed space. Hit a demon with a light shot, then run up to it and trigger the execution with the Action button. It's a particularly clever tactic since you're invulnerable to Paula's attacks during the execution and it doesn't take much time or skilled aiming.



When both wings have been broken, Paula screams in pain and flies through the white portal. Follow her through.

Darkest Before the Light



Instead of escape, the portal leads you even deeper into Paula's hateful domain. Still flying high on anger, she flaps her four remaining wings through an endless cave bookended by thick darkness. The small area of light between the walls of darkness shrinks with each passing moment, meaning time is of the essence if you wish to make it back to the world of the living.

Shoot Paula's wings using The Dentist to target all four at once. Keep out of the darkness creeping behind you by continuously walking forward. Roll to gain ground more quickly.



JOHNSON'S TIP

Keep an eye out for ammo crates sitting on the sides of the cavern to stock up on teeth, of which you're sure to run out of when shooting at Paula's wings.

Occasionally, there's a bottle of liquor to be found, too. I certainly could use a drink right now.



Paula relies on the same arsenal of attacks in this stage of the battle, although she uses them with greater vigor. Her kisses can be quite a distraction, filling the screen with red hot lips that make it difficult to see.



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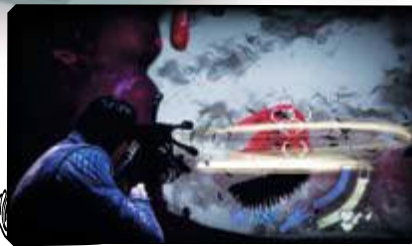
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Rolling to avoid her vortices and waves of blood is made more challenging, too, given the ever-advancing darkness. Rather than rolling to the side or backward, move

forward to minimize time spent in the darkness.

Not tough enough for you? The arrival of dark demons—Ninjas, in fact—ratchets things up. Kill one Ninja demon and she immediately summons another in its place. It's best to ignore these creatures.



Focus on shooting Paula's wings, evading her attacks, and avoiding demons. It takes much longer to clip those feathery appendages on Legion Hunter and Satanic Hell difficulties, but eventually she falls.



Wings broken and spirit dashed, Paula slumps to the ground. The anger has drained from her body; she's a shattered woman. Tired of being torn between two lovers, she seeks

comfort as darkness washes over the two of you.



Yet, somehow things are all right. With Fleming dead and Paula's anger diffused by your love (and a boatload of shots from your pal, The Dentist), you're transported

back to the world of the living. It's life as you dreamed it to be: Eating dinner with Paula, discussing a trip to Mexico, enjoying time well-spent with your blonde bombshell of a girlfriend.

And then the phone rings. A familiar voice is heard through the receiver. Sounds like that trip to Mexico will have to wait.



ACHIEVEMENT/TROPHY ALERT

A handful of achievements/trophies are yours upon completion of Act 5-5. The death of your beloved yields the hidden "Love Secret" achievement/trophy, whereas completing the level nets you "Til Death Do Us Part."

That's not all, though. Act 5-5 is the end of the game, the finish line, the finale of this twisted tale. That means you earn one of the following three achievements/trophies depending on the level of difficulty you selected:

- "Lemon Hunter" for making it through the game on Lemon Hunter difficulty
- "Demon Hunter" for finishing the game on Demon Hunter difficulty
- "Legion Hunter" for mastering the game on Legion Hunter difficulty

Now, if you want to truly conquer the underworld, play through the game on the newly unlocked Satanic Hell difficulty. Stronger demons and items that replenish less health make this one hell of a mode.





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Boner

The Boner shoots hard and fast, hitting demons with a damaging payload. Shoots like a semi-automatic pistol. Takes bones for ammunition. It's your go-to weapon when you're looking to get in or out of a sticky situation.



Hot Boner

Is that a Hot Boner in your pocket or are you just happy to shoot me? The upgraded version of the Boner not only shoots harder and faster, it also packs a secondary shot. Explosive sticky shots can be lobbed onto enemies and objects such as guts walls and cracked stone walls, and then detonated with a regular shot. Shoots like a semiautomatic pistol. Takes bones for ammunition. The ultimate relief when you're needing to blow a demon away.



Big Boner

Obscenely large, the Big Boner may seem too much to handle, but in the hands of a capable demon hunter, it fits in the arsenal quite nicely. Firing an enormous buckshot load, its powerful attack is more than able to take down a giant Hammerkop demon. Shoots like a double-barrel shotgun. Unlimited ammunition. Hold with both hands when firing.



Guns

Teether

Your basic tooth-firing device, the Teether fires at the unbelievable rate of a mouthful per minute. Demons won't know what bit them when you squeeze the trigger. Shoots like a submachine gun. Takes teeth for ammunition. Ideal for dealing with weak enemies such as Hollow demons and for crowd control when faced with large groups.



Teethgrinder

Double the speed of the Teether, thanks to twice as many barrels, the Teethgrinder opts for speed over accuracy. This super-fast firearm is great when confronting lots of demons or for biting into weaker demons. Shoots like a submachine gun. Takes teeth for ammunition. Efficiency that'll make you smile.



The Dentist

The Cadillac of enamel-firing devices. With an automatic targeting system that locks onto enemies simply by hovering the reticle over your intended target, The Dentist is ideal for catching agile enemies that are too speedy to shoot with the Hot Boner or Skullblaster. Shoots like a submachine gun. Takes teeth for ammunition. Clinches the title of best fast-firing weapon bar none in the underworld.



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Monocussioner

Standard-issue skull-buster. Knocks a skull into an enemy, delivering blunt force damage like a shotgun. Takes skulls for ammunition. Excels at close range where enemies can literally be made into mulch with a single shot.



Skullcussioner

The standard for skullshooting firearms, the Skullcussioner packs quite a punch. A larger clip makes this a substantial upgrade from the Monocussioner, giving you more license to fire. Best for hitting demons hard at close range, this bombastic weapon can obliterate enemies with a single well-placed shot. Shoots like a shotgun. Takes skulls for ammunition. Quintessential firearm for close-range encounters.



Skullfest 9000

One skull is deadly, but four is downright naughty. The ability to fire up to four skulls at once makes the Skullfest 9000 a powerhouse capable of demolishing demons at close range. Shoots like a shotgun. Takes skulls for ammunition. A smart addition to any serious demon hunter's arsenal.



Skullblaster

Bigger and badder, the Skullblaster carries all the power of the Skullfest 9000, but with the ability to combine shots into a grenade, which can be lobbed at enemies or cores to solve puzzles. Shoots like a shotgun. Takes spiked skulls for ammunition. The ultimate skull-busting device.



Gear

Sake

The favorite Japanese drink, sake offers a modest boost to health that matches its subtle flavor. This rice-based alcohol fills a quick fix, but only replenishes a small amount of health.



Tequila

No Mexican—including Garcia—is unfamiliar with tequila, the wonderfully smoky distillation of agave that zings with flavor and excites with spicy aromatics. Tequila fills a good chunk of health when imbibed.



Absinthe

This anise-flavored spirit not only tingles the taste buds, but livens you up, too. The most potent of alcohols available in the underworld, absinthe replenishes your health in full.



Ammunition Crates



Guns don't shoot air, so you need ammunition crates packed with these firearm essentials if you're to survive the underworld. There are three kinds of ammunition crates—bones, skulls, and teeth—each catering to a specific weapon class.



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White Gems



In the underworld, white gems are the currency of trade. Find them in crates, barrels, or even on the carcasses of defeated demons. These semiprecious stones enable you to purchase goods from vending machines and Christopher.



Strawberries

Sparkling red, moist, and sweet, strawberries are like demon catnip. Ground up tongues make this “fruit” desirable only to demons, particularly baby demon gates that often whine for a strawberry in exchange for passage.

Red Gems



These illegal jewels boost the power of your weapons and abilities. Red gems can be allocated to any of the attributes of your weapons—rate of fire, ammunition clip, or attack power. Some red gems are found in hidden spots in the underworld, though most are to be purchased on the black market.



Eyeballs

Shimmering, glossy, and rubbery, eyeballs aren’t just important for seeing. These ocular organs are essential to opening baby demon gates that often cry out for an eyeball to grant you passage.

Blue Gems



The rarest of all gems, blue gems grant new weapons and abilities. These appear only once in a blue moon, such as after defeating one of Fleming’s powerful demon VIPs. Set blue gems into one of Johnson’s sockets to activate the power within the gem.



Brains

Pink, wet, and squishy, brains aren’t just important for thinking. These cerebral organs are vital to opening baby demon gates that often demand brains for passage.

Soul Booster



Soul boosters are human hearts that grant protection from darkness. Pick one up and you gain a soul shield that temporarily prevents you from taking damage. A spiky blue shell around your health gauge indicates the remaining time for the shield. Look out for them when you’re trekking through the darkness.





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Garcia Hotspur

The star of the show, the leading man—Garcia Hotspur is demon hunter extraordinaire. Tattoos cover this hardened man who seeks out his girlfriend, Paula, who was stolen away by the lord of the underworld. With a laser-like focus on saving his woman, he takes to the land of the damned to find her and kill as many demons as possible.

Quick thinking makes Garcia an unbeatable fighter, although his love of puerile humor and suggestive jokes makes him a unique character. He's just as likely to bash a demon's skull as he is to make a penis joke. Deep down, though, he's a caring guy that fights for the ones he loves.



Johnson

Johnson is to Garcia as Robin is to Batman; he's your most trusted partner in this crazy journey through the underworld to save Paula. A former demon that has renounced the vile ways of the underworld, this flaming skull now provides vital information on the realm of the damned and is capable of transforming into powerful guns that can be used to obliterate your enemies.

He's smart, yet raunchy; he's witty, yet suggestive. Johnson loves to talk dirty, but when it comes down to it, he's a caring, conscientious individual that ultimately does the right thing.



Paula

The object of Garcia's affection, Paula is the whole reason you venture down to the underworld. After being kidnapped by the lord of the underworld, this blonde bombshell struggles to escape, but to no avail. Instead, Fleming has her killed over and over again in an act of cruelty meant to punish her for loving Garcia and as a taunt to the aforementioned demon hunter.

She's beautiful, but unpredictable—a tormented woman who can light up a room or plunge it into terror, depending on her mood.



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Christopher

This half-human, half-demon merchant sells items to you during your travels through the underworld. He's a beast of a man, standing twice your height. However, his backwater drawl isn't what you'd expect of such an imposing creature. Christopher is an unusual fellow, but his willingness to sell you vital goods makes him a valuable ally in a land where friends are hard to come by.



Dark Demon

A dark demon is any demon that has been exposed to darkness. A thin coat of darkness covers the demon, protecting it from all attacks. Only by first hitting a dark demon with a light shot can you then kill it.

One-Eyed William



Known affectionately as "Willie," this cyclops demon bat is Johnson's aunt's first husband's adopted son from the Ukraine. This cousin-

in-law of sorts is extremely skittish, but also indispensable. Whenever you approach Willie, he saves your game by dumping a bioluminescent flare on the ground. Mind the aroma.



Masked Demon

Give a Normal demon a mask and you have a Masked demon. These lanky foes hide their glowing eyes with masks, making it tough to see them in shadowy alleyways and remote forest trails. Break the mask covering their face, then follow up with a head shot for an effective kill.

Foes

Normal Demon



Your standard garden-variety demon. Like a skeleton covered with a thin, charred layer of skin, the Normal demon uses sharp claws to swipe at mortals who dare venture into the underworld. Head shots are the most effective means of putting these creatures down, although stomp attacks, executions, and torch bashes work well, too.



Crowzer Demon

A Normal demon with the beak of a crow in place of a proper head, the Crowzer demon is able to spit crows made completely of blood. When it convulses and draws blood into its beak, beware of the bloody crow it's able to fire. Head shots don't work on Crowzer demons; instead, attack their legs and torso until they succumb to the gunfire.



Hollow Demon

Named because of the gaping hole in their torso, Hollow demons are the weakest creatures in the underworld. They're feeble and level weak attacks. Susceptible to stomp attacks, executions, and torch bashes, there's no wrong way to kill a Hollow demon.

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Mikami Head

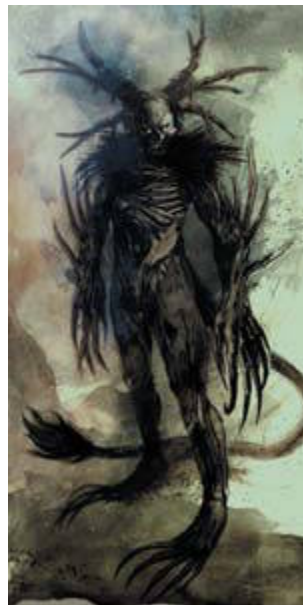
Three heads fused together into one bizarre-looking demon. Unlike other demons capable of moving, this one is cemented in place and conjures darkness to eat at your soul. It has no attack, relying entirely on the darkness to drain your health. Shoot the three red cores between each of the heads to destroy this foul creation.



Crawler Demon

Similar in appearance to Normal demons, Crawlers differ in two specific ways. First, they skitter around the underworld on all fours, which gives them jerky, animal-like mannerisms. Second, Crawlers are able to scale walls. This is particularly dangerous since they can

climb up to goat lamps and vomit darkness on the poor things, thus plunging the area into total darkness. Crawlers are susceptible to head shots, but not executions and torch bashes.



Dominator Demon

One of the fiercest fighters in the underworld, the Dominator demon has a frightening visage. Equipped with a circular weapon outfitted with several pointed blades, the angular demon attacks with alarming speed. Fortunately, you can beat back this bully by stunning it with a light shot. This not only stuns the creature, but causes it to turn around, revealing the blood-red core on its back.



Cyber Demon

Protected by thick plates of armor, the Cyber demon is well prepared for encounters with a demon hunter. Its rate of movement is limited due to the heft of its armor, but strong melee attacks make up for its lethargy. Cyber demons are highly vulnerable to head shots, although you first must crack their armor in one of two ways: a Hot Boner explosive sticky shot or blast

from a Skullcussioner/Skullfest 9000/Skullblaster at point-blank range.

Punkgut Demon

If you're going to be damned, why not be damned in style? Punkgut demons embrace their devilish existence fully, donning spiky skulls and thorny forearms. They're not to be brushed off as fashionably feeble fiends; on the contrary, Punkguts are agile and strong, often leaping with great speed to attack with their claws. They're susceptible to stomp attacks, executions, and torch bashes.

Psychoram Demon

A cross between a Normal demon and a mountain ram, these beasts are among the strongest in the underworld. Psychorams boast major muscle, and attack with ferocity at close range. They are susceptible to stomp attacks, although taking out their legs can be tough. Executions and torch bashes work extremely well, as do head shots.



Hammerkop Demon

By far the largest demons in the underworld, Hammerkops are powered by a gigantic red core set within their forehead. Shatter this core the giant goes down. Shooting it directly is the most obvious tactic, although Hammerkops are vulnerable to darkness and die when exposed. When killed with darkness, however, dark Normal demons

emerge from the carcass. Hammerkops have no ranged attacks, but can stomp with their legs and swipe at you with their arms.

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Ninja Demon

The sharp blades attached to the arms of Ninja demons aren't what truly make them dangerous; it's their ability to teleport at will short distances that make these fiends among the toughest demons to kill. Light shots are effective for stunning a Ninja demon, at which point you can unload the weapon of your choice on its skinny hide. Never stand in one spot when fighting a Ninja demon since it will flank you.



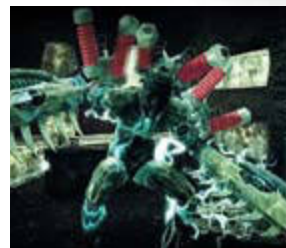
Antenna Demon

Configured with antenna arrays that conduct electricity, Antenna demons have the ability to launch devastating arcing electric attacks. Using a network of stone plugs, these creatures teleport short distances to evade attacks; however, they can only move in the vicinity of another plug. Destroy all plugs in an area to prevent an Antenna demon from teleporting, then attack it. Keep your distance, though, as Antenna demons explode when they die.



Witchdog Demon

Like the Crawler, the Witchdog demon scampers about on all fours; however, it does so encased in an elaborate cage of armor that protects it from attack. Gunfire can't penetrate this iron suit. Witchdogs are speedy little pups, launching themselves in spinning attacks that are virtually unstoppable. Exploit this by taunting Witchdogs to spin into an object. This results in the demon being knocked on its back, exposing the vulnerable red core on its belly.



Electrodiode Demon

Powered by a row of conductive diodes along its back, the Electrodiode demon is big, mean, and fast. The only way to defeat one is to shatter the diodes on its back; the auto-targeting feature of The Dentist makes this task easy. Beware of the Electrodiode's grab attack, which prompts a quick-time event in which you must press buttons displayed on the screen in time or suffer death.



Blindness Hand

These rare creatures clamp down on important objects, prevent you from seeing them. Blindness Hands are powered by large cores connected via a thick, ridged vein. Follow this vein back to the core and destroy it to relinquish the Blindness Hand's grip.



Darkness Hand

Darkness Hands spew thick, soul-sucking darkness into the environment. Unlike demons that move around and attack, these creatures are stationary and have no means of attacking or defending against your approaches. Plug the slit in a Darkness Hand's palm to stop it from releasing darkness.

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George

This gluttonous demon can't help but eat everything in sight—including Paula. From human organs to harmonicas, he'll put anything into his mouth. George has two forms: his blood-covered human form and a more-alarming beast form. Both are manifestations of this poor man's sins in life. Unable to control his desires, he's damned to forever be hungry. If he gets between you and Paula, though, make sure he gets his fill of bullets.



Elliot

Elliot was once a rebellious boy whose dreams of flying became an obsession. Now as a demon, he soars high in the underworld skies in search of prey as the foul-mouthed Stinky Crow. Every word is an expletive—those he's able to utter between bites of human flesh, that is. Perhaps the most insane of Fleming's VIPs, Elliot ingests his enemies when victorious. Is it because he loves the taste or because he believes eating his foes

imbues him with their power—it doesn't matter because it's just plain foul.

The Grim Sisters: Maras, Kauline, and Giltine



Once three beautiful sisters, Maras, Kauline, and Giltine are now the trio that make up the legendary Grim Reaper. Wielding massive scythes with which they harvest the souls of the damned, they're the only beings in the underworld capable of killing another demon. Decrepit, unforgiving, and impatient, the Grim Sisters are formidable foes.

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Justine

This scantily clad femme fatale works as one of Fleming's top VIPs. Using her curvy figure to captivate her prey, she literally rocks the house with her voice—earthquakes triggered by her operatic crooning herald the summoning of demons that do her bidding.

Once a grossly overweight opera diva, Justine is highly insecure and lashes out at those around her. No matter how sorry you may feel for her regarding her troubled past, this former chunky monkey is going down if she stands in the way between you and your woman.

Fleming

The lord of the underworld, the overseer of the damned, the grand master of demons—Fleming is the top dog and he's the jerk that has stolen away your girlfriend, Paula. With six red eyes set in an extended forehead and a long black trench coat, he's quite the sight.

This perverse strongman will stop at nothing to destroy you and retain Paula as his toy. He's a sick and twisted soul that gains pleasure from exerting pain and telling sexually suggestive jokes. Your journey is as much about saving Paula as it is killing this freak.



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3000 Lava Ridge Court, St. 100
Roseville, CA 95661
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ISBN: 9780307891280

